

PRIMA OFFICIAL GAME GUIDE

DEVIL MAY CRY



BASED ON A GAME
RATED BY THE
ESRB



CAPCOM®

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DEVIL MAY CRY 4

PRIMA® OFFICIAL GAME GUIDE
DAN BIRLEW



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Contents

Introduction	2
Nero's Abilities and Controls	6
Dante's Abilities and Controls	17
Puppets of Armageddon	33
Items	50
Mission 01: Birds of a Feather.....	57
Mission 02: La Porte De L'Enfer.....	60
Mission 03: The White Wing	65
Mission 04: Cold Blooded.....	70
Mission 05: Trisagion	74
Mission 06: Resurrection.....	78
Mission 07: The She-Viper	83
Mission 08: Profession of Faith.....	88
Mission 09: For You	92
Mission 10: Wrapped in Glory.....	97
Mission 11: The Ninth Circle	102
Mission 12: A New Beginning	107
Mission 13: The Devil Returns.....	112
Mission 14: Forest of Ruin	117
Mission 15: Fortuna Castle.....	120
Mission 16: Inferno.....	126
Mission 17: Adagio for Strings	132
Mission 18: The Destroyer.....	136
Mission 19: The Successor.....	140
Mission 20: La Vita Nuova	146
Secret Missions.....	148
Bonus Data	153

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We want to hear from you! E-mail comments and feedback to dbirlew@primagames.com.



Introduction

The *Devil May Cry* series by Capcom Entertainment, Inc., first debuted in 2001. Despite its stateside release in the weeks following 9/11, the first game in the series became an overnight bestseller, and a new legacy was born. Previous installments in the series follow the adventures of the Devil Hunter, Dante, the half-demon son of a rebel, Sparda, who overthrew the powers of Hell on Earth and freed humanity from the clutches of demons. Dante uses his uniquely inhuman powers along with demonic weapons and his trusty twin guns, Ebony & Ivory, to defeat demons and devils and undo the plots of their sinister pawns. The games' blend of cocky, stylish action and gothic settings stands out among the main franchises in video game history.

DEVIL MAY CRY

The story of *Devil May Cry* begins on a typical Saturday night, with Dante eating pizza and answering crank calls in the offices of his devil-hunting agency, "Devil May Cry." But the evening is ruined when a young woman named Trish crashes through the front door and trashes the place. Trish possesses unnatural powers and bears a strong resemblance to Dante's dearly departed mother, killed many years ago by demons. She attacks Dante and appears to kill him. However, Dante proves a little more resilient.

Trish reveals to Dante that her attack was a test. She enlists his aid against the demon emperor Mundus, who is planning to return and conquer the human world after 2,000 years. Armed with his father's sword, the Force Edge, Dante sets off for the remote Mallet Island. There he finds an ancient temple dedicated to Mundus, along with marionette demons and a giant spider devil called Phantom. Dante defeats this devil and several others in his quest to reveal and defeat Mundus.

He also duels a mysterious black knight, Nelo Angelo, who wears a pendant identical to Dante's. Dante and his twin brother, Vergil, originally received the pendants from their mother. The black knight pursues Dante into the grounds surrounding the castle. However, the fiend escapes from each of their battles, as if taunting Dante.

After a titanic battle against the Griffon in a coliseum outside the castle, Dante finally obtains the last relic required to enter the underworld. However, the task of gathering the relics has plunged Mallet Island into a nightmarish darkness. Dante reenters the castle to find its familiar surroundings drastically changed.

Climbing to the castle peaks, Dante finally confronts Nelo Angelo, who unmasks himself to reveal that he was once Dante's brother, Vergil, now fallen under the power of Mundus. The two battle one last time, and Dante is victorious. Taking his fallen brother's pendant, Dante reunites the two amulets and releases the hidden power of the Force Edge, transforming it into the true Sword of Sparda.

The morphing castle becomes a portal to the underworld. Dante enters the portal and reunites with Trish, who betrays him. She reveals she is a minion of Mundus, one of his dark creations used to confuse Dante. But when Trish is attacked by Mundus, Dante risks himself to save her. Dante then faces off against Mundus in a final showdown.

Dante defeats Mundus and prepares to escape from the collapsing underworld. He leaves his pendant and his father's sword with Trish's dead body. As Dante prepares to leave the island, Mundus rips through a portal into this world and drags what is left of his massive body across the floor toward Dante. However, Trish makes a surprise return and lends Dante her power, allowing him to defeat Mundus once and for all. Trish and Dante escape the crumbling island in an old biplane. Several weeks later, they can be seen working together at Dante's devil-hunting agency, newly renamed "Devil Never Cry."

DEVIL MAY CRY 2

The second game in the series takes place in the far-off future. After a thwarted attempt to retrieve a powerful amulet, Dante follows the mysterious Lucia back to her home on Dumary Island.

There he meets Matier, an elder woman who once fought alongside Dante's father, Sparda, against the hordes of Hell. Matier asks Dante to help Lucia fight a business tycoon named Arius, who uses the powers of darkness and seeks to take over the world by confiscating powerful artifacts in order to release Argosax, a demon sealed away long ago. Dante flips a coin, allowing chance to decide. The result of the coin toss causes him to join Lucia against Arius.

Confronting Arius, Lucia finds out from him that she is one of his creations. Losing hope, Lucia hands her artifacts over to Dante and heads off to sacrifice her life fighting Arius. Dante encounters Matier and tries to return the artifacts to her. But Matier asks Dante to protect Lucia from Arius. He flips his coin again, and the result indicates that he must save her.

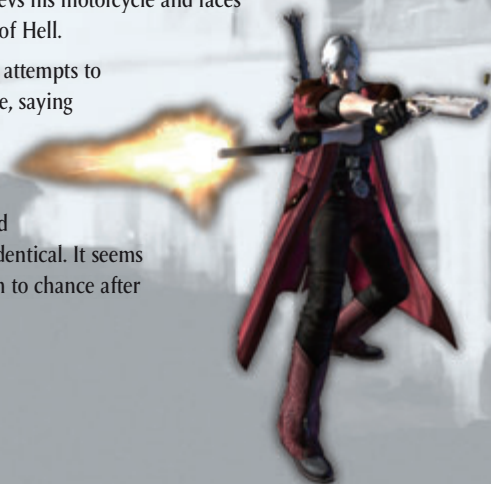
Lucia penetrates Arius' tower and confronts him again, only to be captured. Dante gives Arius the artifacts in exchange for Lucia's life. Then he boldly attacks Arius. The forces of darkness protect the tycoon, and Dante is forced to save Lucia instead of defeating Arius.

With Arius about to begin a ritual to induce immortality, Dante heads off to face him. After Dante defeats Arius, Lucia asks Dante to kill her because she fears becoming a demon.

But before Dante can answer, a portal to the demon world opens. Dante and Lucia argue over who will enter the portal and seal it from the inside. Dante flips the coin once more, and the heads result indicates he is the winner. He enters the portal and fights Argosax, leaving only his coin behind.

Although Dante's departure seals the portal, Arius returns to the human world in demonic form. Lucia battles him and finally defeats him. Inside the portal, Dante defeats Argosax but finds the portal to the human world closed. Laughing maniacally, he revs his motorcycle and races headlong into the depths of Hell.

After the battle, Matier attempts to comfort Lucia about Dante, saying that his father, Sparda, returned from Hell many times. Lucia examines Dante's coin, and finds that both sides are identical. It seems he wasn't leaving so much to chance after all....



DEVIL MAY CRY 3

A prequel to the original *Devil May Cry*, the third game takes place years before Dante met Trish. Dante is just setting up his yet-unnamed business when the mysterious Arkham comes to call on behalf of his brother Vergil, unleashing the power of the underworld. Defeating the monsters appearing in the neighborhood, Dante watches as a massive tower erupts out of the ground. Sensing his brother Vergil at the top, Dante makes his way toward the tower.

Dante defeats Cerberus, the guardian of the tower. He then encounters a psychotic devil-hunting female named Lady, who mistakes him for another demon.

After receiving aid from another mysterious creature called Jester, Dante achieves the summit of the tower and confronts Vergil. Vergil defeats Dante and leaves him dying in the rain. He takes Dante's amulet, which he plans to use in combination with his own to activate the powers of the tower, which is called Temen-ni-gru.

Dante is prevented from dying when his dormant demon powers emerge, allowing him to transform into a devil state and tear enemies asunder with powerful attacks. He descends to the basement of the tower and finds Vergil having no luck activating the tower with the amulet. With his devil powers, Dante proves that he is Vergil's match. Suddenly, Jester intervenes and reveals that he is actually Arkham in disguise. He manipulated them all in order to obtain their amulets, cross over into the demon world and lay claim to Sparda's sword, the Force Edge. With it, he plans to rule the demon-infested planet. He also reveals that he is Lady's father and that he killed his wife, her mother, some years ago in exchange for his demonic powers. Lady has been seeking revenge ever since.

The tower transforms, raising Arkham into the sky. Meanwhile, Vergil vanishes in the confusion. Dante ascends the tower, only to encounter Lady. The two battle for the right to defeat Arkham, and Dante wins. Lady gives him her rocket launcher to help annihilate Arkham.

Reaching the top of the tower and entering the demon realm, Dante finds that Arkham has assumed Sparda's demonic form. Unable to handle the power, he becomes a blob-like creature that Dante cannot defeat. Just then, Vergil appears in the demon realm, and the two work together to defeat Arkham.

Thrust from the demon world, Arkham drops onto the top of the tower, where Lady kills him.

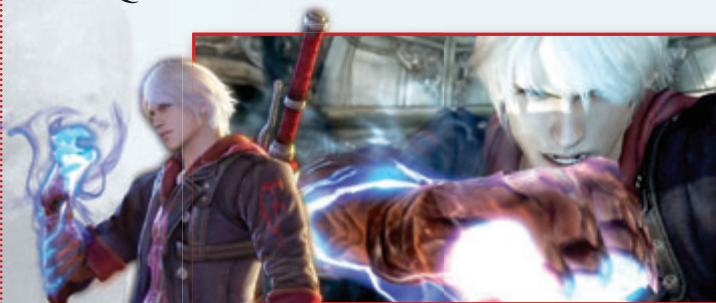
Still in the demon world, Dante and Vergil clash over who has the rights to the amulets and sword. Dante wins the battle. As the portal between the human world and the demon world closes, Vergil clutches his half of the amulet and stays behind, vanishing into the darkness.

Back in the human world, Dante runs into Lady outside the tower. She attempts to console him about the loss of his brother, coining the phrase "devil may cry." They become partners in the devil-hunting business, and he names his shop Devil May Cry. Meanwhile, back in the demon world, Vergil prepares to confront his father's eternal foe, Mundus, leading directly into *Devil May Cry*.

DEVIL MAY CRY 4

CHARACTERS

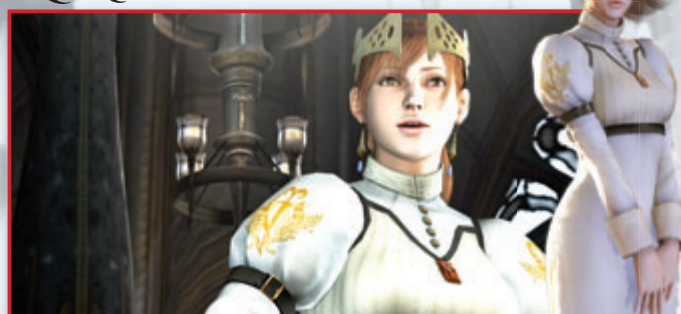
NERO



Young and fiery, Nero is a member of the Holy Knights, a group charged by the Order with the task of eliminating demon-kind.

Always ready for a fight, Nero eschews the other members of his group to carry out his work alone. However, his innate powers have earned him the respect of everyone.

KYRIE



Kind and loyal, Kyrie is trusted by everyone. She is renowned for her musical ability, which has earned her the coveted role of songstress for the Festival of the Blade. Having accepted Nero into her family, their relationship resembles that of brother, friend and lover all in one.

CREDO



Credo is the Supreme General of the Holy Knights, the organization charged by the Order of the Sword with protecting Fortuna. He has earned his title through exceptional skill with a blade. His austere demeanor and ability to lead hundreds have made him a beloved leader and comrade. As Kyrie's brother, he too has accepted Nero as a member of his family, despite the youth's constant insubordination.

GLORIA



Meteorically rising to a leadership position in the Order of the Sword shortly after joining the faith, Gloria's exotic appearance and voluptuous assets set her apart from the rest. However, her rise to the top, coupled with her looks and ability, has stoked the fires of her detractors, whose lips burn with gossip and rumor.

AGNUS



Agnus serves as the Chief Alchemist for the Order of the Sword. In charge of development of anti-demonic technologies and weapons, Agnus is responsible for the iconic mechanical sword used by the Holy Knights. Often a lab shut-in and prone to stuttering, he is so rarely seen at Order events that his very existence is unknown to some members of the Order.

SANCTUS



Sanctus is the infallible ruler of the Order of the Sword, and the Vicar of Sparda. Having gained absolute trust from his flock, he has earned a reputation as one of the greatest leaders in the history of the Order. He once served as Supreme General of the Holy Knights, and is known to have an undying appetite for knowledge.

Dante



The legendary Devil Hunter who sealed away the Demon Emperor Mundus. Son of Sparda, the demon revered by the Order of the Sword, Dante stands alone between demons and humanity. His mastery of close-quarter and ranged combat has led some to believe he has surpassed his father.



Trish



A demon with a striking resemblance to Dante's mother. Once a conspirator against Dante on behalf of Mundus, Dante's decision to save Trish sparked her conversion to his cause, and now they work together.

Lady



Making her living as a Devil Hunter, her previous encounters with Dante are long and twisted; however, the two have arrived upon a mutual friendship. Known to force her dirty work upon her "friend," then demand vast sums of compensation in return.

Nero's Abilities and Controls

This chapter concerns every facet of Nero, the new playable character in *Devil May Cry 4*. Herein you will find complete move lists for each of Nero's weapons, a full list of upgrades purchasable from the shop, and more about controlling and playing Nero.

ONSCREEN DISPLAY



- 1 Exceed Gauge:** Press the Exceed button to fill. When one or more segments are full, Red Queen inflicts more damage in attacks.
- 2 Life Gauge:** Nero's remaining life. When depleted, Nero dies.
- 3 Devil Trigger Gauge:** Nero's magic power remaining. When three or more segments are full, press the Devil Trigger button to enter hypermode.
- 4 Red Orb Gauge:** Indicates the number of Red Orbs accumulated. Red Orbs can be used to purchase items.
- 5 Stylish Gauge:** Indicates the current Stylish ranking. By performing varied combos against enemies, the Stylish gauge increases. It decreases one rank if Nero receives damage. The ranks are (from lowest to highest): D, C, B, A, S, SS, and SSS. The bar below the gauge indicates the number of points needed to reach the next level.
- 6 Style Points:** (Replaying missions only.) The number of Style Points accumulated during the current mission. Factors into overall mission ranking.

DEFAULT CONTROL SCHEMES

PLAYSTATION3 VERSION

CONTROL	FUNCTION
	Skip Scene / Open Pause Menu
	Taunt / Rainbow
Left Stick	Move / Move Cursor
Right Stick	Rotate Camera (when applicable)
	Jump / Menu Select / Examine
	Devil Bringer / Menu Cancel
	Melee Attack
	Gun Attack
	Lock-on (hold)
	Devil Trigger
	Exceed

XBOX 360 VERSION

CONTROL	FUNCTION
	Skip Scene / Open Pause Menu
	Taunt / Rainbow
Left Stick	Move / Move Cursor
Right Stick	Rotate Camera (when applicable)
	Jump / Menu Select / Examine
	Devil Bringer / Menu Cancel
	Melee Attack
	Gun Attack
	Lock-on (hold)
	Devil Trigger
	Exceed

CONTROLS EXPANDED

Still not sure how to control the game? Here are explanations of each controller function:

SKIP SCENE



While watching dialog scenes, press the Skip button to cancel watching. The game proceeds to the next scene, or the next area, or the next mission, etc.

NOTE

During scenes, use the Rotate Camera control to shift the camera angle of the scene. In the PlayStation3 version, press [R2] to zoom in on the scene, or press the Right Trigger on the Xbox 360 version.

OPEN PAUSE MENU



Press the Pause Menu button to open the Pause Menu any time you control the character. Opening the Pause Menu halts the action, but it does not stop the game timer. Mission time still accumulates. The Pause Menu contains several selections:

ITEM

This option allows you to view and use items in your possession. In the Item screen, select an item to use and press the Menu Select button to use it. Items that can be used include life-restoring Vital Stars, magic-restoring Devil Stars, and area-affecting Holy Water.



Press the button displayed near the top of the item list to switch to the Key Items screen. Here, you can view and see descriptions for all key items in possession. Key items bestow new abilities on the possessor.

SKILL LIST

Select this option to view Nero's acquired and inherent techniques. Nero's Skill List screen is divided according to weapon or ability. To add additional skills to Nero, enter the Power Up screen prior to starting a mission or visit a Divinity Statue. Proud Souls gained from clearing missions with high ranks are required to activate new skills for Nero.



MAP



Select this option to view a map of the current stage. While viewing the map screen, use the directional buttons to switch rooms.



Press the Menu Select button to view the world map, which allows you to view the maps of other stages.

SYSTEMS

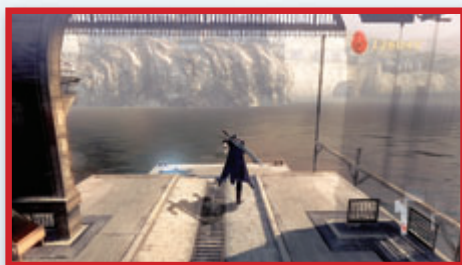
This allows the player to change game options, exit or restart a mission, and save progress. Saving progress does not save the player's position. The mission must be restarted from the beginning when reloading the saved game.



EXIT PAUSE MENU

Choose this option or press Menu Cancel to return to the current area and resume action.

MOVEMENT



of the screen, and tilt it left to move toward the left side of the screen.

Use the move control to move the character relative to the directions onscreen. Tilt the move control down to move toward the foreground, tilt upward to move into the background, tilt it right to move toward the right side



direction from one camera angle through the next. To change directions, simply tilt or press the move control in the desired direction, even if the camera angle has changed.

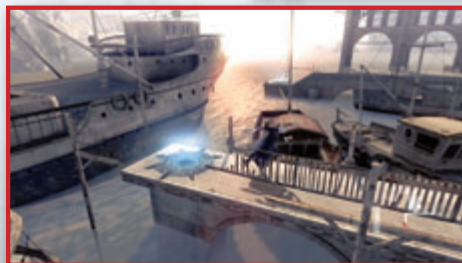
The camera angle changes often as the character moves. By continuing to use the same move control or by tilting the joystick and holding it in one direction, you can move Nero continuously in the same

ROTATE CAMERA

In wide-open areas, you can change the view using the Rotate Camera control. In both console versions, press down on the Right Stick to center the view behind Nero.

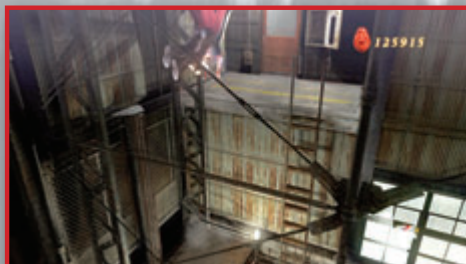


Sometimes the camera moves to a fixed position, depending on where the player character is standing in the room. At such times, the camera cannot be moved.



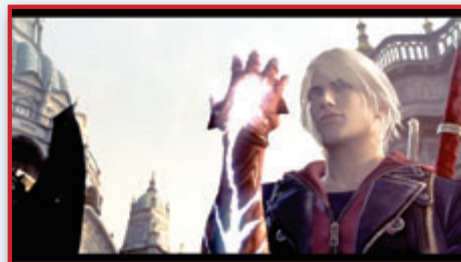
JUMP

Press the Jump button to leap off the ground. Jumping is required to reach higher areas or to cross chasms. Jumping is also an effective action in combat, allowing you to leap behind an enemy and ambush them.



DEVIL BRINGER

Nero was born with the Devil Bringer attached to his right arm. Press the Devil Bringer button to use it against enemies.



Press the Devil Bringer button within close range of enemies to strike. The Devil Bringer's attack varies in style, depending on the enemy it is used against. When Devil Bringer is used against very basic enemies,

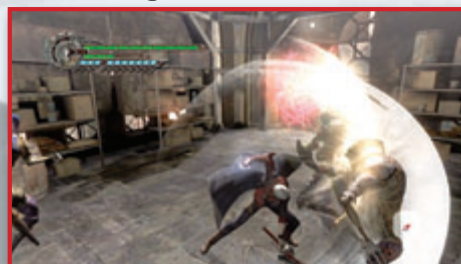
such as Scarecrows, Nero picks them up and slams them into the ground. Against foes with tails, such as Frosts or Assaults, Nero seizes their tails and swings them around. Press the Devil Bringer button repeatedly to extend and strengthen the attack before Nero releases the foe.

Tip

SOME ENEMIES MUST BE WEAKENED BEFORE THE DEVIL BRINGER CAN BE USED. TRY ATTACKING THE FOE WITH A MELEE COMBO TO KNOCK IT OFF BALANCE, THEN FINISH WITH A DEVIL BRINGER ATTACK!

MELEE ATTACK

Press the Melee Attack button to swing Nero's sword, Red Queen. Press this button repeatedly to string together a series of melee attacks into a combo. Melee attacks can also be performed after a jump, which is called an "Aerial Combo."



Red Queen can be used to smash environmental objects, such as benches, trash cans, church pews, candelabras, and more, to obtain hidden orbs and items.



GUN ATTACK



Press the Gun Attack button to shoot Nero's firearm, Blue Rose. While Blue Rose inflicts much less damage against demons than Red Queen, shooting from a distance is sometimes preferable to a direct attack. This is

especially true of enemies such as Chimeras and Blitzes, who have the ability to damage Nero while he is melee attacking. A gun attack can also be useful in maintaining the current Stylish ranking.

LOCK-ON

Hold the Lock-on button to target a specific foe with all attacks. Lock-on is useful when you wish to eliminate a certain enemy first, when fighting a boss, or when targeting a distant foe. In situations where a group of enemies is encountered, it may be best to avoid using Lock-on, so that Nero always targets the closest enemy.



Certain abilities such as High Roller, Side Roll, and more require Lock-on to be engaged to perform the move. But avoid letting yourself develop a habit of using Lock-on in every situation, or you may suffer unnecessary damage.



DEVIL TRIGGER



After Nero obtains Vergil's demon sword, Yamato, he gains the ability to Devil Trigger. In this state, Nero attacks with greater speed and inflicts more damage to enemies.

Devil Trigger can be engaged only if Nero's Devil Trigger gauge (displayed below his health meter) is at least three segments full. When the Devil Trigger gauge is longer than three segments and filled, Nero can remain in Devil Trigger state longer.

The length of the Devil Trigger gauge (D.T. gauge, for short,) can be extended by one segment for each Purple Orb purchased from the shop.

Tip

IF EVERYONE'S DEAD, DISENGAGE THE MODE BY PRESSING THE DEVIL TRIGGER BUTTON AGAIN. CONSERVE YOUR MAGIC ENERGY FOR THE NEXT FIGHT!

EXCEED



Press the Exceed button repeatedly to fill segments in the Exceed gauge. The best way to fill it is to press and hold the Exceed button until the gauge stops filling. The effect is like "pumping" gasoline into the gauge. When

the Exceed gauge is filled to any extent, Nero's next attack combo inflicts extra damage thanks to Exceed power. Nero also spins at the end of the move. With the help of certain ability upgrades (Exceed 2, Exceed 3), filling the Exceed gauge allows Nero to spin more.

Tip

WHEN IS THE BEST TIME TO USE EXCEED? BASICALLY, ANY TIME AN ENEMY IS KNOCKED DOWN OR STUNNED LONG ENOUGH FOR YOU TO FILL ONE OR MORE SEGMENTS ON THE EXCEED GAUGE.

NERO'S ARMS

Nero uses only four versatile weapons to complete his missions, including defeating the final boss!

NOTE

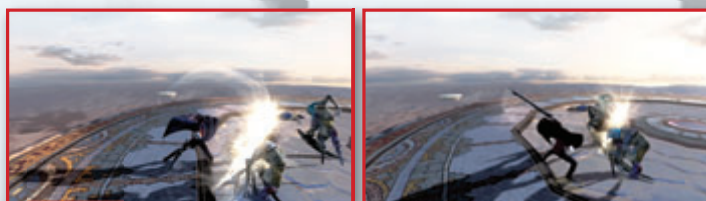
The abilities of each weapon are listed below it. If a Proud Souls price is listed, the skill must be purchased from the shop to use. The price listed is the base price of the skill. If other skills have been purchased beforehand, the price of the skill may rise by 50 or 100 Proud Souls, depending on the other skills equipped.

RED QUEEN



A mechanical sword with a powerful fuel injection system. The propellant sprayed onto the blade allows it to unleash attacks of great power; however, the Red Queen's complex customizations mean only Nero is capable of controlling it.

RED QUEEN COMBO A



Combo: While on the ground, press Melee, Melee, Melee, Melee.

Description: Four quick slashes.

Explanation: Nero's standard combo attack does not require any timing in the button presses. This attack causes minor enemies to stagger backward. Stronger enemies remain unaffected.



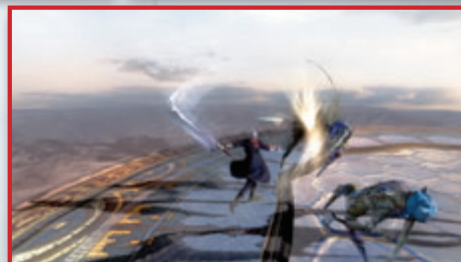
RED QUEEN COMBO B



Base Proud Souls: 150

Combo: While on the ground, press Melee, Melee, Melee.

Description: Violent sword strikes that deal heavy damage to all those who fall in their path.



Explanation: Wait momentarily after the first sword slash, then begin tapping the Melee Attack button rapidly. Nero viciously beats an enemy to the ground and then impales it.

RED QUEEN COMBO C



Base Proud Souls: 300

Combo: While on the ground, press Melee, Melee, then Melee, Melee, Melee, Melee.

Description: A stylish and speedy combo created to damage scores of enemies at once.

Explanation: Wait slightly after pushing Melee twice, then begin tapping it rapidly to execute a devastating series of spinning slashes while moving quickly forward.

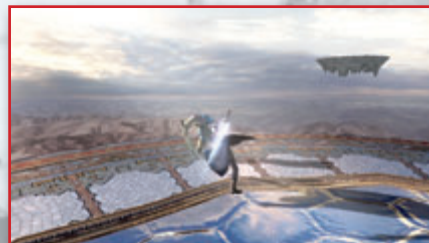


RED QUEEN COMBO D

Combo: While on the ground, press Melee, Melee, Melee, then Melee.

Description: Slash away at an enemy, and then drive into an enemy with a powerful coup de grace.

Explanation: If you wait briefly before inputting the last button of the combo, the Red Queen glows white before the attack, inflicting added damage!



AERIAL COMBO

Combo: In midair, press Melee, Melee, Melee.

Description: A succession of hits dealt in the air.

Explanation: Nero's standard midair combo attack can be repeated two or three times if performed quickly enough before landing on the ground.



ROULETTE SPIN

Base Proud Souls: 500

Combo: In midair, press Melee, Melee, then Melee.

Description: Red Queen's blade spins in midair in a deadly show of force. This attack will allow you to gain altitude.

Explanation: While Nero is airborne, press the Melee button three times slowly, so that he finishes each slash. The third slash becomes a devastating spin attack that bashes enemies to the other side of the room!



HIGH ROLLER

Combo: While on the ground, press Lock-on + Away + Melee.

Description: Launch an enemy skyward. By holding down Melee, you will follow the enemy into the air.

Explanation: By striking an enemy while stepping backward, it is possible to launch it into the air. Nero can then "juggle" the enemy by shooting it repeatedly. Or, if you hold the Melee button when the move is performed, Nero flies up into the sky alongside the foe, ready to follow up with an Aerial Combo or other midair attack.



EX HIGH ROLLER

Combo: When Ex-Gauge is powered: While on the ground, press Lock-on + Away + Melee.

Description: High Roller powered-up by the Red Queen's Exceed system. Revolutions increase depending on the Ex-Gauge level.

Explanation: This is identical to the High Roller attack, except more powerful to the point where Nero actually does a back flip executing it. When the Exceed gauge is pumped to higher levels, Nero can perform the attack multiple times before falling to earth.



EXCEED 2

Base Proud Souls: 500

Combo: Exceed.

Description: Increasing the Ex-Gauge to two slots allows you to access level 2 Exceed moves.

Explanation: Increases the number of rotations performed at the end of "Ex" abilities when the Exceed gauge is filled to at least two slots.

EXCEED 3

Base Proud Souls: 1,000

Combo: Exceed.

Description: Increasing the Ex-Gauge to three slots allows you to access level 3 Exceed moves.

Explanation: Exceed 2 is required. Increases the number of rotations performed at the end of "Ex" abilities when the Exceed gauge is filled to at least three slots.

STREAK

Base Proud Souls: 50

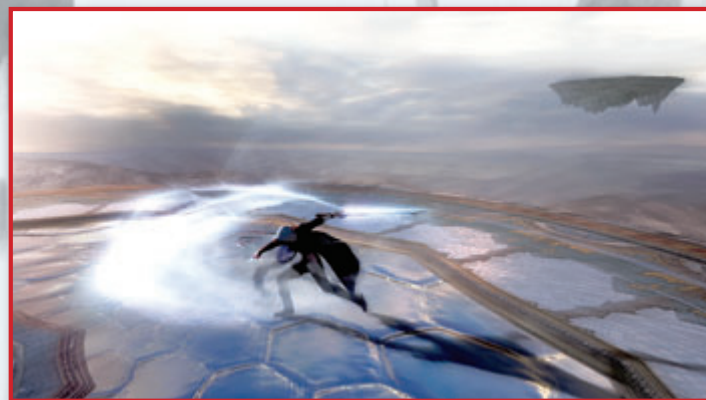
Combo: While on the ground, press Lock-on + Forward + Melee.

Description: A magnificent rushing attack that sweeps up surrounding enemies.

Explanation: Nero slides forward across the ground to deliver a powerful blow, scattering weaker enemies in all directions and causing even larger foes to stagger.



STREAK 2



Base Proud Souls: 500

Combo: While on the ground, press Lock-on + Forward + Melee.

Description: Streak attack with greatly extended range.

Explanation: Streak is required. This combo extends the range of the Streak attack, allowing Nero to slide farther across the ground to strike one or more foes.

EX STREAK

Combo: When Ex-Gauge is powered: While on the ground, press Lock-on + Forward + Melee.

Description: Powered by the Red Queen's Exceed system, this Streak will never end.

Revolutions increase depending on the Ex-Gauge level.

Explanation: Streak is required. When powered by the Exceed gauge, the Streak attack allows Nero to attack with greater power. At the end of the slide, he spins in one or more circles.



SPLIT

Base Proud Souls: 50

Combo: In midair, press Lock-on + Forward + Melee.

Description: A violent descending slash that slams through an enemy and splits it right down the middle.

Explanation: When in midair, perform this move to drive straight downward, attacking enemies in the air or on the ground directly below Nero. It is a great way to end any kind of midair combo.



DOUBLE DOWN

Combo: When Ex-Gauge is powered: In midair, press Lock-on + Forward + Melee.

Description: The propellant ignited on the blade of the Red Queen by the Exceed system powers the weapon downwards, eviscerating a foe.

Explanation: Split is required. This is the Exceed gauge-powered version of Split.



CALIBUR

Base Proud Souls: 500

Combo: While in midair, press Lock-on + Back to Forward + Melee.

Description: Streak toward your foe in midair and strike with a heavy blow.

Explanation: This is a somewhat difficult maneuver, but well worth it against flying foes such as Sanctus or Angelo Agnus. Nero performs a midair Streak, flying forward to strike his target with a heavy blow.



EX CALIBUR

Combo: When Exceed is powered up and while you're in midair, Lock-on + Back to Forward + Melee.

Description: A version of Calibur powered by the Red Queen's Exceed system.

Explanation: Calibur is required. This is the Exceed gauge-powered version of Calibur. At the end of the midair Streak, Nero spins one to three times depending on how full the Exceed gauge is and whether Exceed 3 is equipped.



SHUFFLE



Base Proud Souls: 300

Combo: While on the ground, press Lock-on + Back to Forward + Melee.

Description: After avoiding an attack by backstepping, rush forward and counter with a fast, powerful blow.

Explanation: This is another somewhat hard move to perform. When locked-on, move away from and toward the targeted enemy, then hit Melee Attack. Nero flies backward and then rushes forward to deliver a powerful uppercut slash.

EX SHUFFLE



Combo: If Ex-Gauge is powered, while on the ground, press Lock-on + Back to Forward + Melee.

Description: The Exceed system powers up this shuffle and increases its revolutions depending on the Ex-Gauge.

Explanation: Nero flies backward, then rushes forward with a powerful spinning attack that knocks weaker foes up and back. The number of revolutions performed at the end and the power of the attack depend on whether the Exceed gauge is full and the Exceed 3 ability is equipped.

BLUE ROSE

A unique, specially constructed revolver with two barrels, allowing two shots to be fired nearly simultaneously. A product of Nero's own hand.



NORMAL SHOT

Combo: Press Gun.

Description: Fires two nearly simultaneous shots thanks to the Blue Rose's double-barrel construction.

Explanation: Blue Rose's standard attack can be performed while walking on the ground or while falling from midair. Rapid firing slows descent speed.



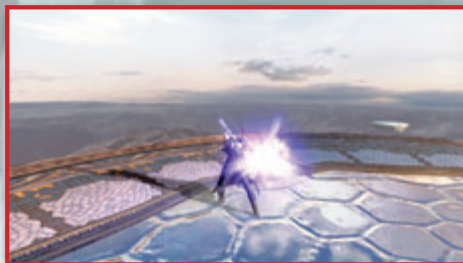
CHARGE SHOT

Base Proud Souls: 50

Combo: Press and hold Gun Attack until the Devil Bringer begins to glow, then release.

Description: By channeling the power within the Devil Bringer, these shots slam powerfully against their target.

Explanation: Press and hold the Gun Attack button until Nero's gauntlet glows, then release. Nero fires two extremely powerful shots, which can knock down lesser enemies. It's highly effective against foes that make melee attack impractical.



CHARGE SHOT 2

Base Proud Souls: 300

Combo: Press and hold Gun until the glow of the Devil Bringer becomes stronger, then release.

Description: This ability channels magic to fire an attack that burns. If an enemy touches a flaming comrade, it will be damaged.

Explanation: Charge Shot is required. Nero fires two magic-powered blasts that cause fire damage to foes and knocks them backward.

CHARGE SHOT 3

Base Proud Souls: 1,000

Combo: Press and hold Gun until the glow of the Devil Bringer is at its peak, then release.

Description: Fire power-filled bullets at enemies to hit them with violent magic that has quite an explosive aftershock.

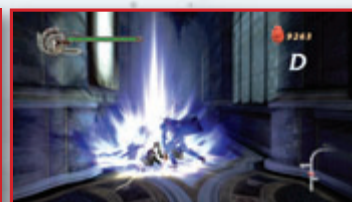
Explanation: Charge Shot 2 is required. Nero fires two bullets that explode when they hit their target, causing intense damage even to large foes.

DEVIL BRINGER

Nero's innate weapon is his right arm: a demon gauntlet he was born to wield!



BUSTER



Combo: Press Devil Bringer while near an enemy.

Description: After grabbing an enemy with the Devil Bringer, bust them up with this damaging throw. Throws vary according to the enemy.



DEVIL BUSTER

Combo: When Devil Trigger is active: Press Devil Bringer near an enemy.

Description: When the devilish power within is released, grab an enemy with the Devil Bringer to initiate an even more powerful throw.



SNATCH

Combo: Press Lock-on + Devil Bringer.

Description: Send forth the Devil Bringer and grasp a distant enemy within its clutches. Large or heavy enemies cannot be pulled in.

Explanation: Possession of the Evil Legacy item bestows this skill. It allows Nero to grapple enemies or small floating lanterns called "Grim Grips."



SNATCH 2

Base Proud Souls: 300

Combo: Press Lock-on + Devil Bringer.

Description: The length of the Devil Bringer will be extended.

Explanation: Nero can reach about one meter farther with the Snatch and Hell Bound abilities, making it easier to grapple distant enemies and higher Grim Grips.

SNATCH 3

Base Proud Souls: 1,000

Combo: Press Lock-on + Devil Bringer.

Description: The length of the Devil Bringer will be extended.

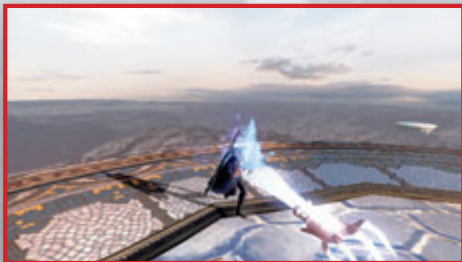
Explanation: Nero can reach roughly two meters farther with the Snatch and Hell Bound abilities, making grappling tasks easier.

DEVIL SNATCH

Combo: Press Lock-on + Devil Bringer while Devil Trigger is active.

Description: Supernatural energy powers a Snatch that can wrap multiple enemies within its demonic grip. Large or heavy enemies cannot be pulled in.

Explanation: While in Devil Trigger, Lock-on to a foe standing amid a crowd of enemies, and use Snatch to seize two or three foes at once!



HELL BOUND

Combo: Lock-on to a Grim Grip, then press Devil Bringer.

Description: Grab a Grim Grip to move long distances in a heartbeat. A Hell Bound will occur on enemies that cannot be snatched.

Explanation: Possessing the Evil Legacy item bestows the Devil Bringer with this ability to cross gaps and chasms when grapple points are present.

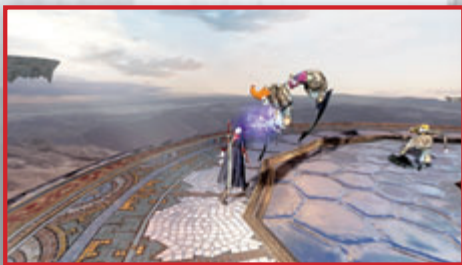


HOLD

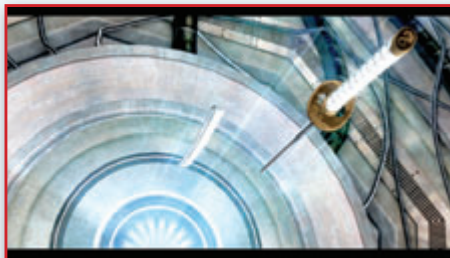
Combo: After completing a Buster, continue to hold the Devil Bringer button.

Description: Position a captured enemy in front of you as a demon shield to ward off attacks. Enemies who cannot be snatched up cannot be used as shields.

Explanation: The Aegis Shield item bestows the Devil Bringer with this ability.



YAMATO



A sword imbued with tremendous magic, that unleashes the latent power within Nero.

DEVIL TRIGGER

Combo: Press Devil Trigger.

Description: Summon the power of Yamato to unleash the devil within Nero. Depletes the D.T. gauge.

Explanation: Possession of the Yamato allows Nero to use Devil Trigger. Nero remains in this heightened state as long as power remains in the D.T. gauge.



TRIGGER HEART

Base Proud Souls: 2,000

Description: While Devil Trigger is active, the depletion of the D.T. gauge will be reduced.

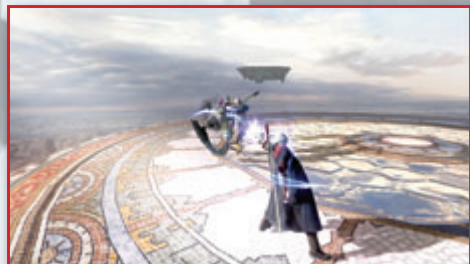
Explanation: Slows magic energy consumption by approximately half. An extremely useful skill!

SUMMONED SWORDS

Combo: When Devil Trigger is active, Press Gun Attack.

Description: Summon a magical blade and fling it toward a foe, piercing the enemy through sheer force of will.

Explanation: Nero's standard shooting attack changes while Devil Trigger is active. Charge Shot will not work during Devil Trigger.



MAXIMUM BET

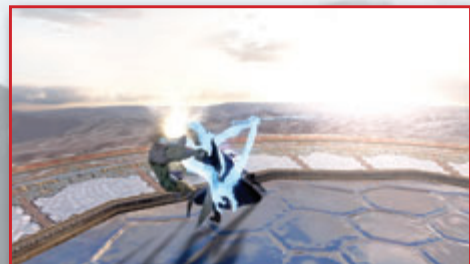
Base Proud Souls: 5,000

Combo: When Devil Trigger is active and while on the ground, press Melee + Devil Bringer.

Description: Yamato and Red Queen combine to take on all foes.

Charging the attack will increase its power.

Explanation: Nero delivers an extra-powerful sword stroke.



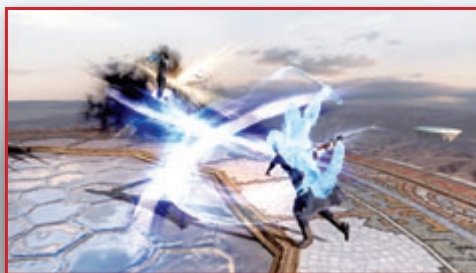
SHOWDOWN

Base Proud Souls:
5,000

Combo: When Devil Trigger is active and while on the ground, press Lock-on + Forward + Melee + Devil Bringer.

Description: Nero unleashes Yamato with an omnipotent barrage of slashes.

Explanation: Nero bows and grabs Yamato's handle, after a moment, he lashes out with a sword stroke. If the attack touches an enemy, Nero obliterates them with a series of powerful attacks.



ABILITIES

The Abilities category includes moves and actions that Nero can perform without use of a weapon, but merely with a certain button combination.

SIDE ROLL

Combo: While on the ground, press Lock-on + Left or Right + Jump.

Description: Evade an enemy attack by rolling to the side.

Explanation: Nero's best move for avoiding projectiles and thrusting attacks.



TABLE HOPPER

Base Proud Souls: 150

Combo: Just before an attack hits, press Lock-on + Left or Right + Jump.

Description: Evade an enemy attack with a slight movement of the body, allowing for easier counterattacks.

Explanation: This move can be performed only at the moment a nearby enemy attacks. Nero slides out of the way to a position beside the foe. He can attack immediately, unlike Side Rolls.



TABLE HOPPER 2

Base Proud Souls: 500

Combo: After executing a Table Hopper, press Lock-on + Up, Down, Left, or Right + Jump.

Description: Expand the abilities of the normal Table Hopper maneuver by further evading in any direction.

Explanation: Table Hopper is required. Nero moves farther out of range of the impending attack, improving his chances of avoiding the attack.

TABLE HOPPER 3

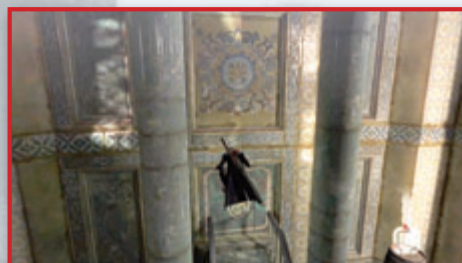
Base Proud Souls: 1,000

Combo: After executing a Table Hopper 2, press Lock-on + Up, Down, Left, or Right + Jump.

Description: This even more effective evasive maneuver expands upon what you have learned before.

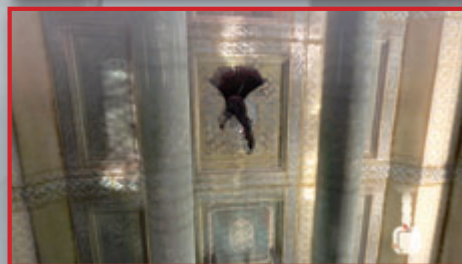
Explanation: Table Hopper 2 is required. Nero slides completely out of range of most melee-style attacks.

KICK JUMP



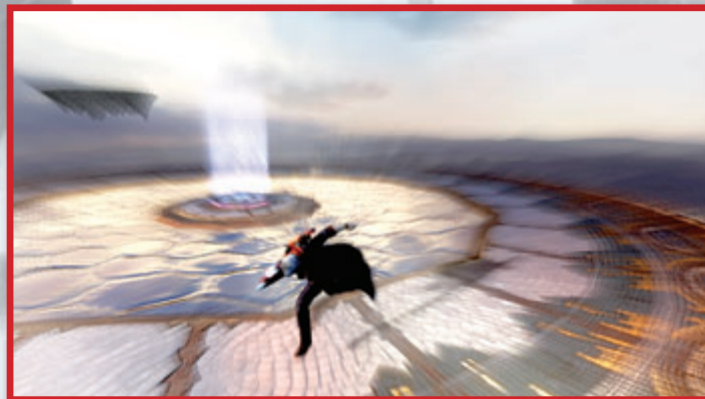
Combo: After jumping, press Jump near a wall.

Description: Jump again by pushing off of a wall.



Explanation: This default ability allows Nero to reach higher ledges by "bouncing" off a wall.

SPEED



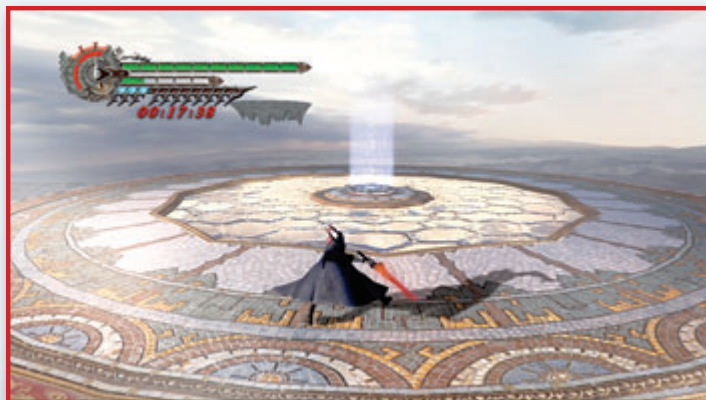
Base Proud Souls: 300

Combo: Move control.

Description: By continuing to press in the same direction with the move control, your foot speed will increase.

Explanation: After running in a certain direction without releasing or moving the move control, Nero's speed increases with a small "whoosh." This skill is extremely helpful in reducing mission clear time and enables Nero to reach enemies more quickly.

MAX-Act



Base Proud Souls: 5,000

Combo: Press Exceed just after an attack.

Description: Right after an attack, quickly activate Exceed to max out your Exceed gauge. Your timing must be absolutely perfect!

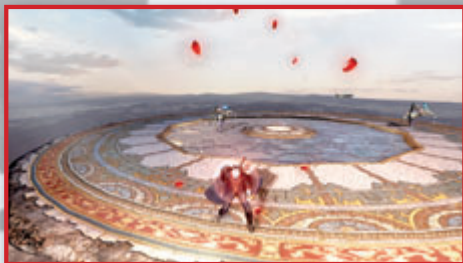
Explanation: The timing to fill the Exceed gauge is to press and hold the Exceed button right after Nero launches a melee attack, before he has completed the swing!

GET MORE ORBS

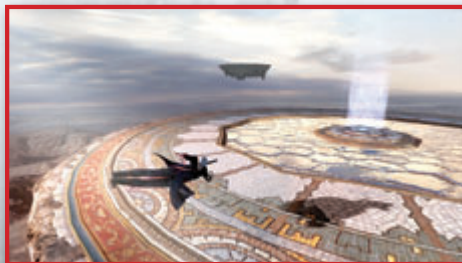
Base Proud Souls: 2,000

Description: Increase the range from which you may gather orbs.

Explanation: Nero can attract any orb in the room, no matter how far away. This ability is extremely expensive but worthwhile.



RAINBOW



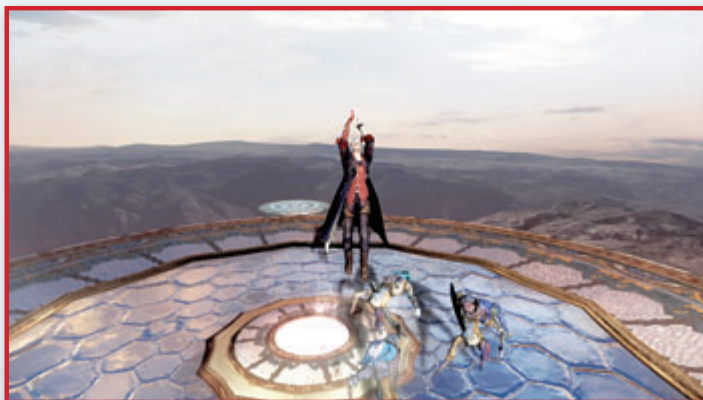
Combo: After executing a Speed, press Taunt.

Description: A running start ends with an incredibly sudden, devastating dropkick that rattles an enemy to its core.

Explanation: Although this is an innate skill,

Speed is required to perform it. Allow Nero to move long enough that he increases speed. Then press the Taunt button to perform a flying two-leg dropkick to an enemy. This move typically knocks humanoid or smaller size enemies down.

ENEMY STEP



Base Proud Souls: 5,000

Combo: In midair, press Jump near an enemy.

Description: In midair, use an enemy as a stepping stone to execute a double jump.

Explanation: When positioned directly over an enemy, press the Jump button to bounce off its head. This move can be repeated an infinite number of times. Nero can use this ability to reach new heights never before conceived!

AIR HIKE



Base Proud Souls: 2,000

Combo: After jumping, press Jump.

Description: Concentrate magical energy in the area under your feet to perform a double-jump that can reach higher locations.

Explanation: Given the locations of certain items in the game, this ability is almost a must-have. Nero can use Air Hike to perform a double-jump without enemies, platforms, or walls.

Dante's Abilities and Controls

Dante makes a stunning return in *Devil May Cry 4*. This section covers all of Dante's actions, weapons, and moves that are different from Nero's.

ONSCREEN DISPLAY



- Style Indicator:** Press the directional pad in the direction indicated to switch Dante's combat style. The four letters indicate the direction to press for each style. Clockwise from the top, T = Trickster; S = Sword Master; R = Royal Guard, G = Gunslinger.
- Royal Gauge:** Fills when Royal Guard style is successfully used to deflect attacks. Power stored here allows Dante to perform special attacks.
- Active Style:** The name of the style currently in use. Press the directional buttons or D-pad to change Dante's style on the fly.
- Life Gauge:** Dante's remaining life. When depleted, Dante dies.
- Devil Trigger Gauge:** Dante's magic power remaining. When three or more segments are full, press the Devil Trigger button to enter a heightened state.
- Disaster Gauge:** Pandora's standard attacks increase the Disaster gauge. Use this power to access the weapon's most powerful abilities with Gunslinger style.
- Red Orb Gauge:** Indicates the number of Red Orbs accumulated. Red Orbs can be used to purchase items.
- Stylish Gauge:** Indicates the current Stylish ranking. By performing varied combos against enemies, the Stylish gauge increases. Decreases one rank if damage is received. The ranks are (from lowest to highest): D, C, B, A, S, SS, and SSS. The bar below the gauge indicates the number of points needed to reach the next level.
- Style Points:** (Replaying missions only.) The number of Style points accumulated during the current mission. Factors into overall mission ranking.

DEFAULT CONTROL SCHEMES

PLAYSTATION3 VERSION

CONTROL	FUNCTION
	Skip Scene / Open Pause Menu
	Taunt
Left Stick	Move / Move Cursor
Right Stick	Rotate Camera (when applicable)
	Jump / Menu Select
	Style Action / Menu Cancel
	Melee Attack
	Gun Attack
	Lock-on (hold)
	Change Sword
	Devil Trigger
	Change Gun
	Change Style—Trickster
	Change Style—Sword Master
	Change Style—Gunslinger
	Change Style—Royal Guard

XBOX 360 VERSION

CONTROL	FUNCTION
	Skip Scene / Open Pause Menu
	Taunt
Left Stick	Move / Move Cursor
Right Stick	Rotate Camera (when applicable)
	Jump / Menu Select
	Style Action / Menu Cancel
	Melee Attack
	Gun Attack
	Lock-on (hold)
	Change Sword
	Devil Trigger
	Change Gun
	Change Style—Trickster
	Change Style—Sword Master
	Change Style—Royal Guard
	Change Style—Gunslinger

DIFFERENTIATED CONTROL EXPLANATION

A brief control list not doing it for you? Detailed explanations of each controller function that differs from Nero's control scheme:

CHANGE STYLE

Press any D-pad button to change Dante's style at any time. Changing style alters the function of the Style Action button. Certain abilities are only available when the style they are associated with is active.

Raise the level of Dante's various styles to unlock more abilities for use with Style Action. Purchase upgrades to Dante's styles by spending Proud Souls in the shop.



Each style and its proprietary moves are listed later in this section, categorized according to the weapon they pertain to.

STYLE ACTION

Press the Style Action button to perform special moves associated with Dante's current style. The style actions available are determined by the weapon equipped and any style upgrades purchased via the shop.



MELEE ATTACK

Press the Melee Attack button to perform a close range direct attack against the nearest enemy using Dante's equipped melee weapon. The method of attack depends on the melee weapon equipped.



GUN ATTACK

Press the Gun Attack button to shoot Dante's equipped firearm. The aiming style, range, rate of fire, and damaging power of Dante's three weapons vary greatly.



CHANGE SWORD

Press the Change Sword button to cycle through Dante's available melee weapons. Dante changes equipment each time the button is pressed. The sword icon appears in the lower right corner of the screen, indicating Dante's new equipment.



CHANGE GUN



Press the Change Gun button to switch between Dante's available firearms on the fly. The gun icon appears in the lower left corner of the screen.

DEVIL TRIGGER

When Dante's Devil Trigger gauge is at least three segments full or more, press the Devil Trigger button to enter this heightened state. Like Nero, Dante attacks faster and inflicts greater damage while in Devil Trigger. However, when Dante possesses the Air Hike skill, Devil Trigger allows him to jump three times before touching the ground!



DANTE'S ARMS

Dante collects a variety of melee weapons and firearms to use in clearing missions.

NOTE

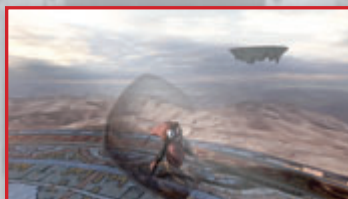
The abilities of each weapon are listed below it. If a Proud Souls price is listed, the skill must be purchased from the shop to use. The price listed is the base price of the skill. If other skills have been purchased beforehand, the price of the skill may rise by anywhere from 50 to 50,000 Proud Souls, depending on the other skills equipped.

REBELLION

A memento given to Dante by his father, this large magical blade is the physical manifestation of Dante's power.



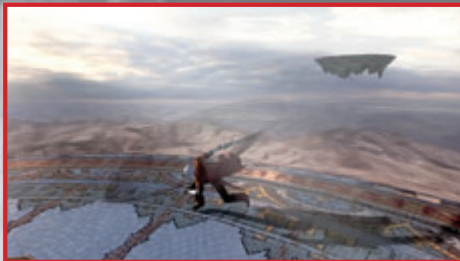
REBELLION COMBO A



Combo: While on the ground, press Melee, Melee, Melee.

Description: A quick succession of three slashes.

Explanation: Dante's standard combo attack does not require any timing in the button presses. This attack causes minor enemies to stagger backward. Stronger enemies sustain damage, but retain their stances.



REBELLION COMBO B



Combo: While on the ground, press Melee, then Melee, Melee.

Description: Damages not only the enemy in front of you, but also those who wish to blindside you.

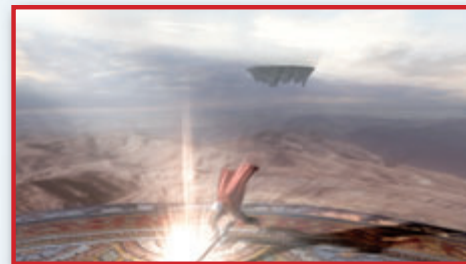
Explanation: Wait momentarily after the first sword slash, then begin tapping the Melee Attack button rapidly. Dante swings his sword in two wide arcs around his torso, then launches into a rapid-fire barrage of thrusting attacks that causes Rebellion to glow. The more times the Melee Attack button is pressed, the longer the rapid thrusting attack continues. This combo is excellent for raising the Stylish gauge!

HELM BREAKER

Combo: In midair, press Melee.

Description: A devastating overhead attack powerful enough to shatter the sturdiest of demonic skulls.

Explanation: After jumping into the air or while falling from a high ledge, pressing Melee Attack causes Dante to shoot directly to the ground with a powerful sword attack. All enemies in the air or on the ground directly below Dante are affected.



HIGH TIME

Combo: While on the ground, press Lock-on + Away + Melee.

Description: A powerful attack that launches an enemy skyward. By holding down Melee, you will follow the enemy up.



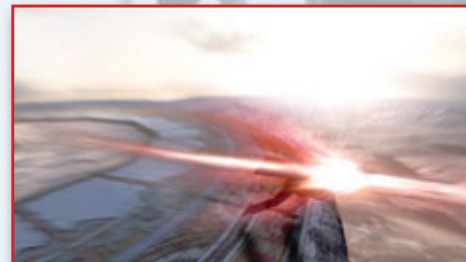
Explanation: By striking an enemy while stepping backward, it is possible to launch them into the air. Dante can then "juggle" the enemy by shooting it repeatedly. Or, by holding the Melee button when the move is performed, Dante flies up alongside the foe, ready to follow up with an aerial attack.

STINGER

Base Proud Souls: 150

Combo: While on the ground, press Lock-on + Forward + Melee.

Description: Skewer an enemy at high speed with an attack that is sure to send them flying.



Explanation: Dante slides forward across the ground to deliver a powerful thrust, scattering weaker enemies in all directions and causing even larger foes to stagger.

STINGER 2

Base Proud Souls: 700

Combo: While on the ground, press Lock-on + Forward + Melee.

Description: A powered up classic original. Level 2 has even greater range.

Explanation: Stinger is required. Extends the range of the Stinger attack, allowing Dante to slide farther across the ground to strike one or more foes.

MILLION STAB

Combo: After executing a Stinger, release move control and hold Melee.

Description: A blinding whirlwind of stabs with enough momentum to blast an enemy away.

Explanation: Stinger is required. At the end of a Stinger or Stinger 2, release all but the Melee button. Dante unleashes a flurry of thrusts into the enemy, similar to the ending move of Rebellion Combo B. This move is only effective against larger enemies that are not knocked away by a Stinger alone.



ROUND TRIP

Base Proud Souls: 1,000

Combo: While on the ground, press and hold Melee until Rebellion is readied, then release.

Description: Hurl Rebellion at an enemy. The impaled blade will shred the enemy until called back by pressing Melee.

Explanation: Press and hold Melee until Rebellion glows with a reddish light. Then release Melee, and Dante hurls the spinning sword at an enemy. The sword spins through the foe's innards momentarily, then returns. While the sword is spinning, Dante can move to a new position or even fire a gun. To recall the sword early, press Melee again.



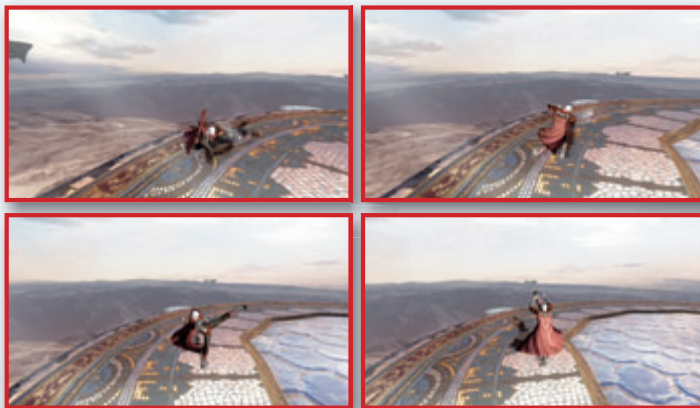
GILGAMESH

Made of a devilish metal that absorbs organic material and transforms it to steel, this weapon will shock and awe enemies with its brute force.

Dante obtains Gilgamesh by defeating Echidna during Mission 13.



GILGAMESH COMBO A



Combo: While on the ground, press Melee, Melee, Melee, Melee.

Description: Put foot to throat with this high-octane finisher. Any part of this combo can be charged by holding down Melee.

Explanation: Dante delivers a punch or kick with each of his metal-encased limbs. If you hold the Melee button between attacks, the next blow delivers more damage.

GILGAMESH COMBO B

Combo: While on the ground, press Melee, Melee, then Melee, Melee.

Description: Lightning fast kicks rock an opponent with speed and fury. Any part of this combo can be charged by holding down Melee.

Explanation: In spite of what the description states, the first two Melee Attack button inputs must be pressed in steady succession. Then pause a moment, and rapidly tap Melee to execute this alternate combo. After two punches, Dante unleashes a flurry of side kicks, followed by two low roundhouse kicks.



FULL HOUSE

Combo: In midair, press Melee.

Description: Focus upon an opponent from midair and dive down feet first to send them down the River Styx.

Explanation: After a jump or when falling from a high ledge, press Melee Attack to dive at the closest enemy with a powerful thrust kick. When this move is used from greater heights, Dante travels farther distances.



DRAW

Combo: While on the ground, press Lock-on + Away + Melee.

Description: Quickly step backward and allow an enemy attack to fly harmlessly astray.

Explanation: This handy evasive maneuver can be executed even while engaged in any Gilgamesh combo. This move can be easily followed up with a Straight as a counter-attack.



STRAIGHT



Combo: After executing a Draw, continue to hold Melee until in position, then release.

Description: After retreating with a Draw, quickly leap forward with a powerful counter-punch.

Explanation: Right after a Draw, release all buttons except Melee Attack. Dante pulls back his right fist. Wait until it bursts into a glow, then release the Melee Attack button to fly forward and strike the closest enemy. Avoid waiting too long to attack, or Dante will become vulnerable.

KICK I3

Base Proud Souls: 500

Combo: While on the ground, press Lock-on + Forward + Melee.

Description: A dramatic display of power as you face down an enemy and unleash a flurry of powerful kicks.

Explanation: With Gilgamesh equipped, Dante begins a series of magically enhanced spin kicks, moving forward and striking one or more enemies.



FLUSH

Base Proud Souls: 1,000

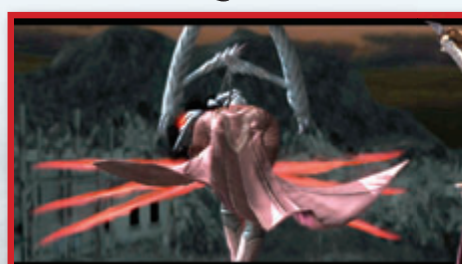
Combo: Press Jump.

Description: Transform simple jumps into damage dealing attacks.

Explanation: When Dante jumps with Gilgamesh equipped, he is wreathed in the weapon's magical fire. Enemies touched during a jump receive damage, and might be knocked down if they are small enough.

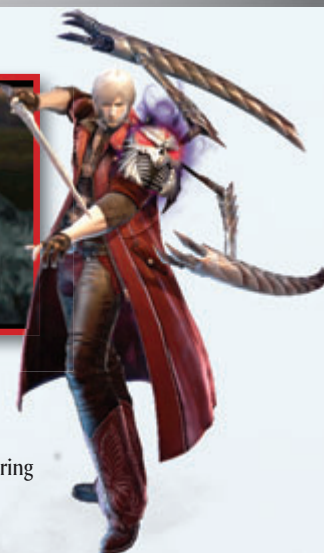


LUCIFER



This netherworldly weapon spawns countless explosive blades that hover with the oppressiveness of impending doom.

Dante obtains Lucifer after defeating Berial during Mission 16.



LUCIFER COMBO A

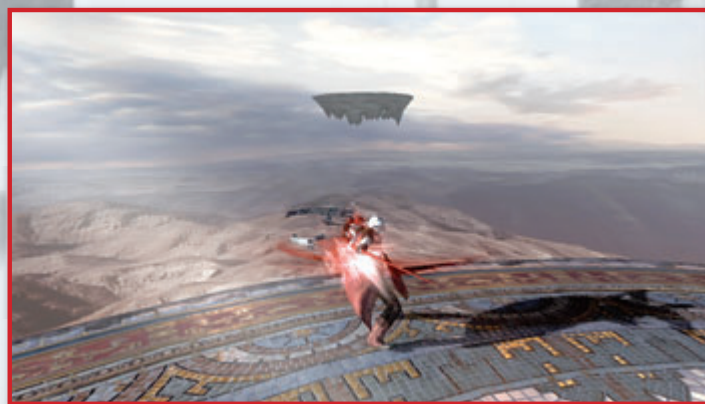


Combo: While on the ground, press Melee, Melee, Melee, Melee...

Description: Position swords around you and pierce your enemies repeatedly. This assault of pure carnage never ends.

Explanation: As described, the Lucifer allows Dante to attack endlessly. Use the move control while attacking to set up a wide perimeter of exploding magic swords. Enemies that touch the swords become impaled, and the sword sticks in their bodies. The swords explode, causing extra damage.

LUCIFER COMBO B



Combo: While on the ground, press Melee, then Melee...

Description: The key to Lucifer's rage is the ring of swords around you. This assault of pure carnage never ends.

Explanation: By pausing between each press of Melee Attack, Dante strikes the closest enemy with a blade of energy. The strike itself does full damage, and does not require the magic blade to explode, as in Lucifer Combo A.

LUCIFER COMBO C

Combo: While on the ground, press Melee, then Melee, then Melee...

Description: Torture enemies with a barrage of piercing blades. Time the last Melee Attack for the finishing attack.

Explanation: After performing two slow attacks, wait until Dante almost settles in posture, then press Melee Attack again with the right timing. Dante turns to the next-closest enemy and releases a barrage of magic blades, arranged in a ring in front of him. The timing of this attack can be difficult in the face of the enemy, but is well worth it.



LUCIFER COMBO D

Combo: While on the ground, press Melee, Melee, then Melee

Description: End an enemy's suffering by launching it into a new realm of pain.

Explanation: After launching two blades in one direction, Dante spins on the last move and flings a fan-shaped array of magic swords behind him. This move is extremely useful if enemies are approaching from behind.



LUCIFER COMBO E



Combo: While on the ground, press Melee, Melee, Melee, Melee, then Melee.

Description: Pierce your enemies with this specialized combo!

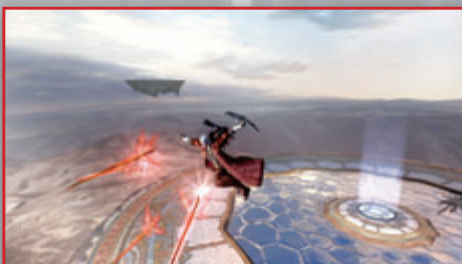
Explanation: The timing of this one can be a bit

tricky, since Dante is liable to execute one of the aforementioned combos instead of finishing this one. The best way to trigger it is to start from a still pose, then perform a regular Lucifer Combo A. Before Dante recovers poise following the last attack, press A again to make him swipe upward to deliver a triple-blade attack.

SPLASH

Combo: In mid-air, press Melee.

Description: Flip in the air and scatter the blades of Lucifer around you.



Explanation: Despite the description's wording, Dante actually flings four blades in a small diamond-shaped pattern in the direction he faces while airborne.

ECSTASY



Combo: While on the ground, press Lock-on + Away + Melee.

Description: Trigger the detonation of the blades positioned around you. The thrown rose is significant only in its insignificance.

Explanation: Perform this combo right after a sword-scattering combo such as Lucifer Combo C or D, or Splash. Dante snaps his fingers, detonating all blades earlier than usual. Enemies within range of the blasts or impaled with Lucifer's swords receive instant damage. This move raises the Stylish gauge significantly if executed with good timing.

RIP-UP



Base Proud Souls: 500

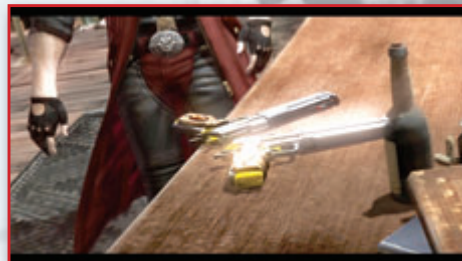
Combo: While on the ground, press Lock-on + Forward + Melee.

Description: Throw multiple swords and position them in the air in front of you.

Explanation: Dante releases multiple magic swords at once, which fan out in the general direction Dante faces. Enemies impaled by the swords suffer initial damage plus further pain when the swords explode. The swords take longer than usual to detonate, so follow up this move by immediately performing Ecstasy, described above.

EBONY & IVORY

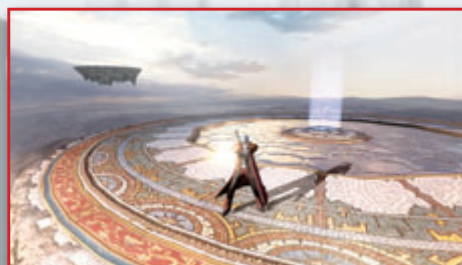
Personally designed by Dante, these pistols are the weapon of choice when rapid-fire is a necessity.



NORMAL SHOT

Combo: Press Gun.

Description: While lacking power, this attack is capable of rapid fire.



Explanation: Ebony & Ivory's standard attack. Although individual shots are weak, these pistols have the longest range of all Dante's firearms. One bullet is fired with each button press. Press Gun Attack repeatedly to increase firing speed and continually damage enemy. This attack can be performed while walking on the ground or while falling from midair. Slows descent speed.

CHARGE SHOT

Base Proud Souls: 150

Combo: Press and hold Gun until both of your arms begin to glow.

Description: When you infuse bullets with accumulated magical energy, they are capable of delivering even more damage.

Explanation: Press and hold the Gun Attack button until both Dante's arms glow, then release. Tap the Gun Attack button rapidly thereafter to fire high-powered shots that inflict greater damage.



CHARGE SHOT 2

Base Proud Souls: 500

Combo: Press and hold Gun until the glow coming from your arms grows stronger.

Description: An attack with an increased number of magically charged bullets.

Explanation: Charge Shot is required. Once activated, the number of Charge Shots fired is greater in quantity.

CHARGE SHOT 3

Base Proud Souls: 1,000

Combo: Press and hold Gun until your arms' glow reaches their peak.

Description: An attack with an increased number of magically charged bullets.

Explanation: Charge Shot 2 is required. When activated, Dante can fire a long volley of Charge Shots.

COYOTE-A



A shotgun firing buckshot, it has been modified for combat use against demonic foes.

NORMAL SHOT



Combo: Press Gun.

Description: Powerful buckshot with a devastating spread. A close range hit will deliver incredible damage.

Explanation: Coyote-A fires a cone-shaped blast of pellets at a foe. Weaker

foes stagger under the force. May damage multiple enemies standing close to one another. This attack can be performed while walking on the ground or while falling from midair. Slows descent speed.

CHARGE SHOT

Base Proud Souls: 150

Combo: Press and hold Gun until your arm begins to glow.

Description: When you infuse buckshot with accumulated magical energy, they are capable of delivering even more damage.

Explanation: When activated, Charge Shot makes Coyote-A's next shot super-powered, inflicting greater damage.



CHARGE SHOT 2

Base Proud Souls: 500

Combo: Press and hold Gun until your arm's glow grows stronger.

Description: An attack with an increased number of magically charged buckshot.

Explanation: Charge Shot is required. When activated, the effect lasts longer, making Dante's next two shots with Coyote-A inflict greater damage.

CHARGE SHOT 3

Base Proud Souls: 1,000

Combo: Press and hold Gun until your arm's glow reaches its peak.

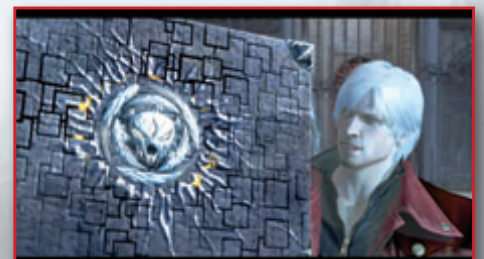
Description: An attack with an increased number of magically charged buckshot.

Explanation: Charge Shot 2 is required. When activated, this skill increases the damage done by Dante's next three shotgun blasts.

PANDORA

A demonic weapon capable of 666 calamitous forms. It spells misery and disaster for countless foes.

Dante obtains Pandora after defeating Dagon in Mission 15.



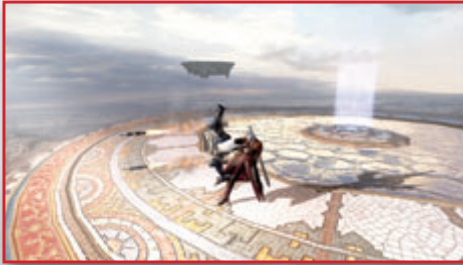
NOTE

Pandora's attacks that fill the Disaster gauge allow special attacks performed when Gunslinger style is active to last longer.

PF013: EPIDEMIC

Combo: While on the ground, press Gun.

Description: Transform Pandora into a bowgun capable of firing ravaging projectiles. Successful attacks will increase the Disaster Gauge.



Explanation: Press and release Gun Attack quickly to fire three explosive missiles simultaneously. Inflicts great damage to the target, but moving targets tend to elude its aim all too easily. Best used against stationary targets. Each successful attack raises the Disaster gauge by a small amount.

PF124: HATRED

Base Proud Souls: 500

Combo: While holding Gun Attack, move the move control in any combination of left or right three times.

Description: Transform Pandora into a bazooka capable of firing ravaging projectiles.



Explanation: Best used against stationary or slow-moving targets. Moving targets may nullify Pandora's aim. After transforming the weapon into a shoulder-mounted missile launcher, release the Gun Attack button to fire. A successful strike inflicts massive damage to the target, and increases the Disaster gauge by a good amount.

PF398: REVENGE

Base Proud Souls: 1,000

Combo: After executing Hatred, spin move control twice in any direction.

Description: Transform Pandora into a laser cannon and make foes a distant memory.

Explanation: Best used against stationary or slow-moving enemies. Transform Pandora to the second stage to create a laser cannon that releases a wide beam. Inflicts massive damage to targets it strikes, and greatly fills the Disaster gauge.



PF262: JEALOUSY

Combo: In midair, press Gun.

Description: Transform Pandora into a gatling gun and rain down a hail of hot lead upon enemies. Successful attack will fill the Disaster gauge.

Explanation: Dante fires a gatling gun while descending from the sky. This attack can be performed twice in a row if an Air Hike is quickly performed between attacks. This attack actually fills the Disaster gauge more rapidly than some ground-based attacks.



YAMATO



A katana used by Dante's brother, it is both the key to opening the Hell Gates and to their very destruction.

Dante retrieves Yamato at the end of Mission 17. Yamato can only be used when Dark Slayer style is

selected. Press Style Action to execute Yamato's various actions.

STYLES

As mentioned previously, Dante can change combat styles on the fly, altering the function of the Style Action button. Styles change further depending on the weapon equipped and the Style Level Up purchased in the shop menu.



TRICKSTER STYLE

Dante employs extra moves via the Style Action button that can be used for evasion and rushing.

TRICKSTER STYLE UPGRADES

SKILL	BASE PROUD SOULS	NEW ABILITIES
Style Level Up 2	300	Mustang, Flipper
Style Level Up 3	700	Sky Star
Style Level Up 4	5,000	Air Trick

DASH

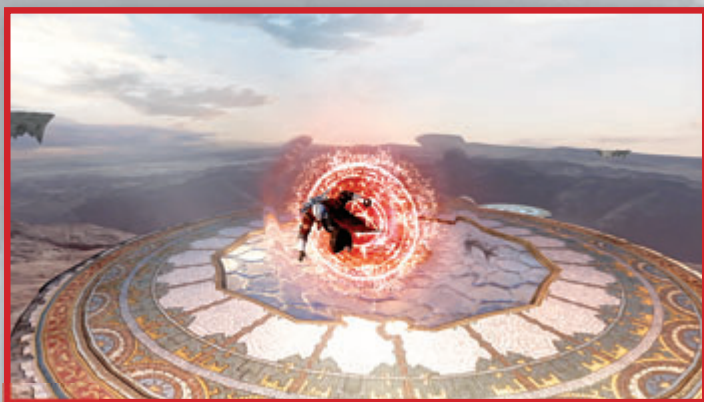
Combo: While on the ground, press move control + Style.

Description: A quick dash that allows you to deftly evade enemy attacks.

Explanation: The standard Dash attack can be performed any time to evade damage.



SKY STAR



Combo: In midair, press move control + Style.

Description: Use magical energy to create a midair platform from which you can kick off and move horizontally.

Explanation: Trickster Style Level Up 3 is required. This skill is identical in nature to Air Hike, but allows Dante to move horizontally. This move can be performed after an Air Hike or Kick Jump, allowing Dante to triple-jump without Devil Trigger.

MUSTANG

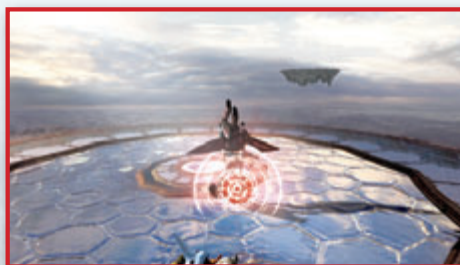


Combo: After dashing, collide with an enemy while holding Style.

Description: Close in on an enemy by dashing, then use its body as a platform to jump into the air.

Explanation: Trickster Style Level Up 2 is required. Raises the Style gauge.

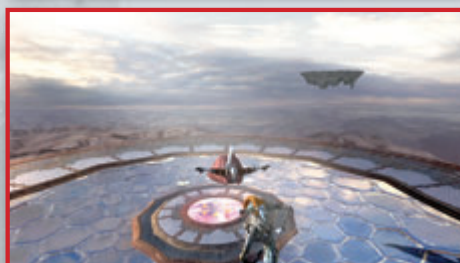
FLIPPER



Combo: When knocked off your feet, press Style.

Description: Flip back into a safe position after being knocked off your feet by enemy attacks.

Explanation: Trickster Style Level Up 2 is required. Prevents Dante from having to wait through a recovery animation after being knocked down by an enemy attack. Allows for faster counterattack.



AIR TRICK

Combo: Press Lock-on + Forward + Style.

Description: Aim above an enemy's head and disappear in the blink of an eye with blindingly quick movements.

Explanation: Trickster Style Level Up 4 is required. Through super-fast movement, Dante creates the illusion of teleporting from one spot to another. Enemies have a hard time targeting Dante.



SWORD MASTER STYLE

Dante unlocks extra abilities for melee weapons such as Rebellion, Gilgamesh, and Lucifer. Press the Style Action button to utilize these extra moves.



SWORD MASTER STYLE UPGRADES

SKILL	BASE PROUD SOULS	NEW ABILITIES
Style Level Up 2	300	Aerial Rave, Beast Uppercut, Climax
Style Level Up 3	700	Drive, Quick Drive, Rising Dragon, Divine Dragon
Style Level Up 4	5,000	Over Drive, Dance Macabre, Real Impact, Bondage

PROP



Combo: While on the ground with Rebellion equipped, press Style.

Description: Spin Rebellion at propeller-like speed and earn your opponent some frequent flyer miles.

Explanation: Knocks an opponent off its feet and continues damaging it while it's aloft, all the while Dante remains on the ground.

SHREDDER

Combo: After executing Prop, press Style.

Description: After launching an enemy with Prop, slide and dice your foe with the rapidly spinning blade. Hold Style to extend the duration of the attack.

Explanation: A nearly identical action to Prop, this is the perfect follow-up attack if the enemy is still kicking and still hanging in midair.

AERIAL RAVE



Combo: In midair, with Rebellion equipped, press Style, Style, Style, Style.

Description: Multiple sword strikes that deal devastating damage to airborne enemies.

Explanation: Sword Master Style Level Up 2 is required. Allows Dante to perform an extended midair combo against an airborne foe.

DRIVE



Combo: While on the ground with Rebellion equipped, press Lock-on + Away + Style.

Description: A high-powered slice that sends a powerful shockwave that cuts through anything. Holding Style powers up the attack.

Explanation: Sword Master Style Level Up 3 is required. Press and hold the button combination to energize Rebellion. The attack is at full power when a shimmer of energy passes along the blade. Then release to launch the attack. Dante fires a short-range wind blade that attacks all enemies in a line directly in front of Dante.

QUICK DRIVE

Combo: While on the ground with Rebellion equipped, press Style + Melee.

Description: A Drive attack born from a slash. Faster than a normal Drive, but has significantly less impact.

Explanation: Sword Master Style Level Up 3 is required. Both buttons must be pressed and held simultaneously. After a quick slash, Dante releases an attack identical to Drive, but less damaging.

OVER DRIVE

Combo: After executing a Drive, press Style immediately after the release of a shockwave.

Description: Adds an additional two shockwaves to the Drive attack.

Explanation: Sword Master Style Level Up 4 is required. Dante instantly follows up a Drive with two more wind blades. The exact timing of the move is to press Style at the instant Dante releases the initial shock wave.

DANCE MACABRE

Combo: While on the ground with Rebellion equipped, press Lock-on + Forward + tap Style.

Description: Unleash a streaming barrage of sword slashes that dance around their doomed targets with breakneck speed.

Explanation: Sword Master Style Level Up 4 is required. Dante slides forward and executes a combo similar to Rebellion Combo B, but at a much faster pace with a few extra attacks thrown in.



SHOCK!

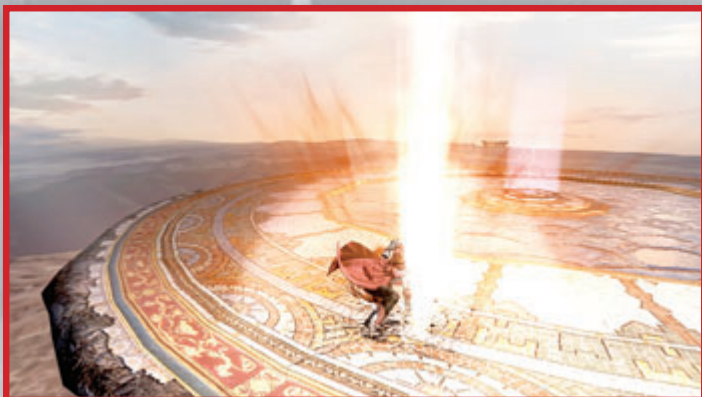
Combo: While on the ground with Gilgamesh equipped, press Style.

Description: Slam your fist into the ground and unleash a shockwave that rattles everything in its path. Holding Style increases the power of the attack.

Explanation: Hold Style until Dante's left fist bursts into a glow before releasing to unleash the most powerful form of this attack. Slightly damages all surrounding enemies.



SHOCKING!

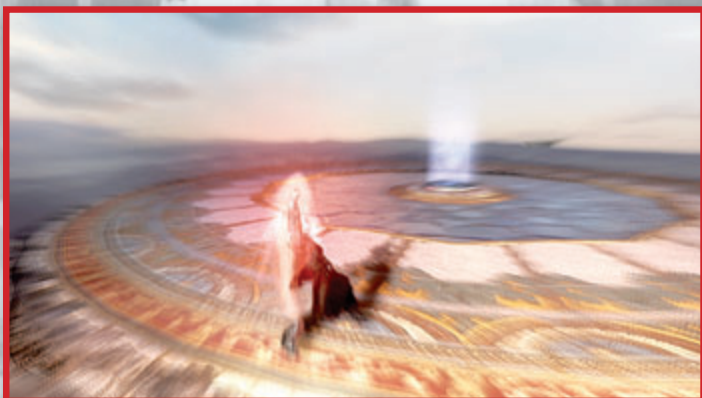


Combo: While in midair with Gilgamesh equipped, press Style.

Description: Shock attack executed in midair.

Explanation: Dante drops straight out of the sky and delivers a Shock attack, inflicting minor damage to enemies in the immediate area.

BEAST UPPERCUT



Combo: While on the ground with Gilgamesh equipped, press Lock-on + Forward + Style.

Description: Lunge toward an enemy and launch it into the air with a heavy-weight uppercut.

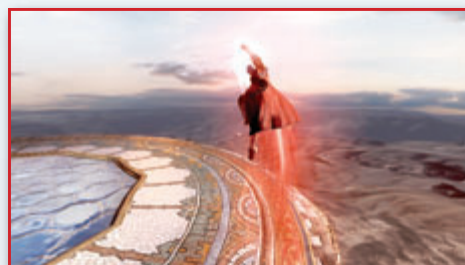
Explanation: Sword Master Style Level Up 2 is required. Dante quite simply steps forward and hits a foe with an uppercut. Knocks most humanoid-size or smaller enemies off their feet.

RISING DRAGON

Combo: After executing a Beast Uppercut, hold Style until your fist begins to glow, then release.

Description: An uppercut infused with demonic power that rises to the heavens in an ascent that spells certain doom.

Explanation: Sword Master Style Level Up 3 is required. The description is somewhat misleading. Hold the combination of buttons until Dante's right fist flashes, and then release all buttons to perform an upgraded Beast Uppercut.



DIVINE DRAGON

Combo: After executing a Beast Uppercut, hold Style until your fist flashes twice.

Description: Filled with even greater power, this rising uppercut includes a deadly spin, truly adding insult to devastating injury.

Explanation: Sword Master Style Level Up 3 is required. Again, the description is a bit incorrect. Hold the button combination *prior* to the attack, and continue holding until Dante's fist flashes twice. Then release all buttons to perform the most powerful version of Divine Dragon.

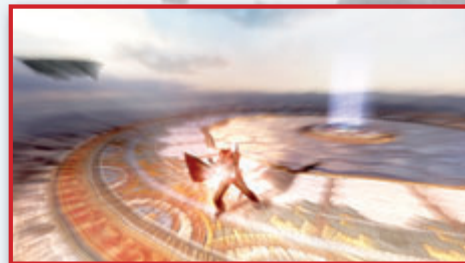


REAL IMPACT

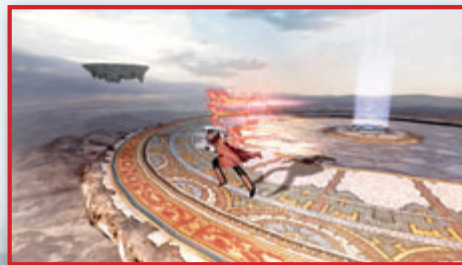
Combo: While on the ground with Gilgamesh equipped, press Lock-on + Away + Style.

Description: After knocking the wind out of an enemy with a debilitating body blow, knock the life out of it with an attack that will rattle its ancestors.

Explanation: Sword Master Style Level Up 4 is required. Dante launches a straight uppercut that drives upward through the enemy, damaging it several times over.



DISCIPLINE



Combo: With Lucifer equipped, press move control + Style.

Description: Reposition the floating blades of Lucifer around your body.

Explanation: Perform a regular *melee* combo with

Lucifer. After generating a few blades, move Dante and press Style to make him clap his hands. The blades reposition themselves around Dante.

CLIMAX

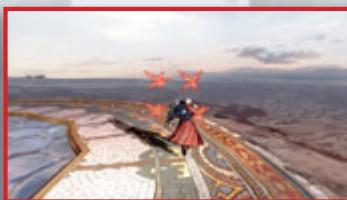
Combo: With Lucifer equipped, hold Lock-on + Away + Style.

Description: Reposition the floating blades of Lucifer around you. The blades will automatically detonate.



Explanation: Sword Master Style Level Up 2 is required. This combo can be a bit hard to trigger, since you must move the move control in the direction of Dante's back exactly. Otherwise, you may perform a regular Discipline. But when performed correctly, this action causes the repositioned blades to detonate immediately.

BONDAGE



Combo: While on the ground with Lucifer equipped, press Lock-on + Forward + Style.

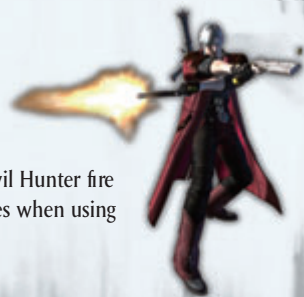
Description: Reposition the floating blades of Lucifer to encircle an unfortunate enemy. The blades will then pierce that spot.



Explanation: Sword Master Style Level Up 4 is required. The blades reposition themselves to point at the targeted enemy, then pierce the target all at once. Detonate the blades immediately by following up with Ecstasy (Lock-on + Away + Melee).

GUNSLINGER STYLE

Press the Style Action button to make the Devil Hunter fire bullets more rapidly. Dante gains extra abilities when using Ebony & Ivory, Coyote-A, and Pandora.



GUNSLINGER STYLE UPGRADES

SKILL	BASE PROUD SOULS	NEW ABILITIES
Style Level Up 2	300	Rain Storm, Fireworks Air
Style Level Up 3	700	Backslide, PF422: Grief
Style Level Up 4	5,000	Honeycomb Fire, Gun Stinger, PF666: Omen

TWOSOME TIME

Combo: While on the ground with Ebony & Ivory equipped, press Style.

Description: Fire in two directions to attack multiple foes simultaneously. Move control determines the direction of fire.



Explanation: Standing in one place, Dante fires directly ahead with his left arm, while the right arm's aim can be controlled with the move control.

RAIN STORM

Combo: In midair with Ebony & Ivory equipped, press Style.

Description: Enter a vortex-like spin and rain hundreds of bullets upon unsuspecting foes that are below you.



Explanation: Requires Gunslinger Style Level Up 2. The higher Dante jumps prior to the attack, the wider the radius of targets you can hit. After leaping into the air, Dante flips upside down and dives back to earth, issuing a rapid-fire hail of bullets at foes directly below.

HONEYCOMB FIRE

Combo: After executing Twosome Time, release move control and tap Style.

Description: Turn enemies who lie ahead into honeycombs with the sting of countless rapid-fire bullets.

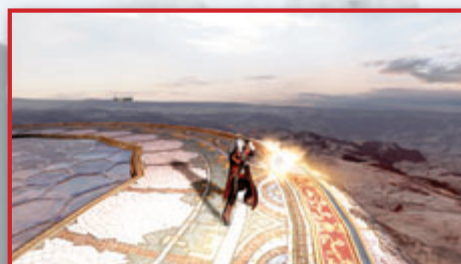


Explanation: Requires Gunslinger Style Level Up 4. Perform a Twosome Time, then rapidly tap the Style button. Dante spins his guns and then releases a machinegun-speed stream of bullets. Tap the Style button faster to extend and intensify the attack.

FIREWORKS

Combo: While on the ground with Coyote-A equipped, press Style.

Description: Spin your shotgun around your body like a set of nunchucks, rapidly blasting nearby foes.



Explanation: Enemies must be in extremely close range to either side of Dante to suffer damage from this attack.

FIREWORKS AIR

Combo: While in midair with Coyote-A equipped, press Style.

Description: An aerial display of Fireworks.

Explanation: Requires Gunslinger Style Level Up 2. This move is virtually identical to Fireworks, except executed in midair. Enemies must fall in the line of fire and be extremely close to suffer the effects.



BACKSLIDE

Combo: While on the ground with Coyote-A equipped, press Lock-on + Away + Style.

Description: While Lock-on is engaged, quickly fire behind you to catch enemies off guard.

Explanation: Requires Gunslinger Style Level Up 3. A stylish armpit shotgun blast delivered to an enemy directly behind Dante.



GUN SLINGER

Combo: While on the ground with Coyote-A equipped, press Lock-on + Forward + Style.

Description: Ram your shotgun into an enemy and pull the trigger to hit it with a blast of pure, concentrated buckshot.

Explanation: Requires Gunslinger Style Level Up 4. The most worthwhile and damaging Coyote-A style action.

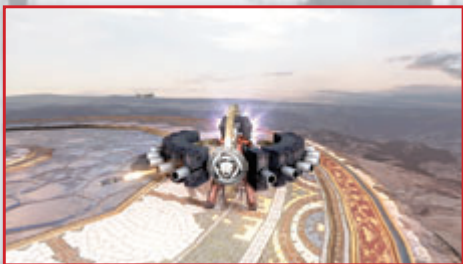


PF594: ARGUMENT

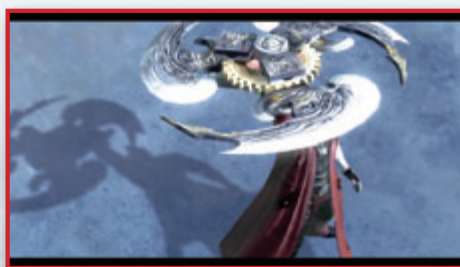
Combo: With Pandora equipped, press Style.

Description: Transform Pandora into a mobile missile battery that fires a barrage of homing missiles. Depletes the Disaster gauge.

Explanation: After pressing Style Action to transform Pandora, use the move control to float across the ground and press Gun Attack to fire one homing missile after another. Engage Lock-on to direct the missiles. The more filled the Disaster gauge, the longer this form of Pandora can be sustained.



PF422: GRIEF



Combo: While on the ground with Pandora equipped, press Lock-on + Away + Style.

Description: Transform Pandora into a boomerang and bring the terror to your adversaries. Depletes the Disaster gauge.

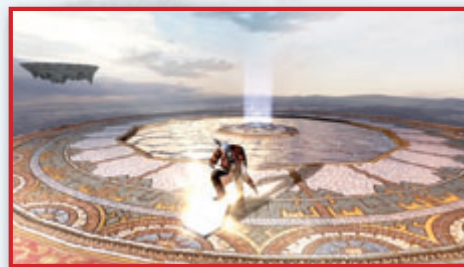
Explanation: Requires Gunslinger Style Level Up 3. The boomerang flies directly to the target and spins through its body until the Disaster gauge is depleted or until the targeted enemy dies. Prolong this attack by performing it with a full Disaster gauge.

PF666: OMEN

Combo: While on the ground with Pandora equipped, press Lock-on + Forward + Style.

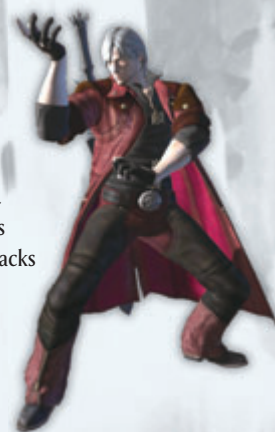
Description: Open Pandora's box and damage all surrounding enemies with the flash of a violated taboo. Depletes the Disaster gauge.

Explanation: Requires Gunslinger Style Level Up 4. The blinding light of the open suitcase damages all enemies in a wide radius in front of Dante. The strength of the attack depends on how full the Disaster gauge is at the time. This attack completely empties the Disaster gauge.



ROYAL GUARD

Pressing Style Action while Royal Guard style is active causes Dante to utilize defensive postures and abilities to block and counter enemy attacks. Blocking enemy attacks fills the Royal gauge. This power can in turn be used to perform special attacks while Royal Guard style is equipped.



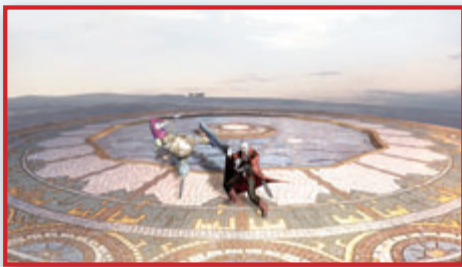
ROYAL GUARD STYLE		UPGRADES
SKILL	BASE PROUD SOULS	NEW ABILITIES
Style Level Up 2	300	Air Block, Air Release
Style Level Up 3	700	None
Style Level Up 4	5,000	Dreadnaught

BLOCK

Combo: While on the ground, press Style.

Description: Minimize the damage taken from an enemy's attack, while at the same time accumulating power within the Royal gauge.

Explanation: Block will not deflect certain enemy attacks. Otherwise, Block can be sustained through a series of normal blows. However, Dante's Block weakens slightly with each attack. If an enemy manages to shatter Dante's Block, all points accumulated in the Royal gauge are lost! It is recommended to release Block, move elsewhere, and then reestablish it to continue feeding the Royal gauge.



AIR BLOCK

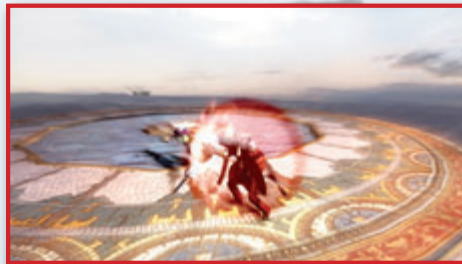
Combo: While in midair, press Style.

Description: Minimize the damage taken from an enemy's midair attack, while at the same time accumulating power within the Royal gauge.

Explanation: Royal Guard Style Level Up 2 is required. Allows Dante to block most attacks after a jump.



ROYAL BLOCK



Combo: While under enemy attack, press Style.

Description: Evade an enemy's attack at the last second to avoid damage and greatly increase the angry energy stored within the Royal gauge.

Explanation: This is

identical to Block, except you must wait to press the Style Action button until the exact moment of enemy attack. A shotgun-like sound occurs when a Royal Block is successful, and the Royal gauge increases greatly.

RELEASE

Combo: While on the ground, press Lock-on + Forward + Style.

Description: Release all the energy stored in the Royal gauge, and lash out at your enemies with an explosion of dreadful power.

Explanation: This barehanded attack can be quite devastating when the Royal gauge is full or nearly full. Otherwise, it is best avoided.



AIR RELEASE

Combo: While in midair, press Lock-on + Forward + Style.

Description: Release all the energy stored in the Royal gauge, and lash out at airborne enemies with an explosion of dreadful power.

Explanation: Royal Guard Style Level Up 2 is required. Identical to Release, but performed in midair. A fuller Royal gauge feeds the strength of the attack.



ROYAL RELEASE

Combo: While under enemy attack, press Lock-on + Forward + Style.

Description: Release all the anger stored within you as a violent, damaging counterattack against those unfortunate enough to provoke you.

Explanation: An attack trigger by luck, at best. Triples the damage inflicted in a Release. Damage is greater when the Royal Gauge is fuller.

DREADPAUGHT

Combo: While on the ground, press Lock-on + Away + Style.

Description: A mysterious technique that transforms the body into a seemingly impervious shell. This shell's duration is linked to the Royal gauge.

Explanation: Royal Guard Style Level Ups 3 and 4 are required. The Royal gauge has to be at least half full before this ability can be triggered. Dante does not suffer damage nor stagger when receiving enemy attacks. Drains the Royal gauge quickly, so use the brief period of invulnerability to get the job done.



DARK SLAYER

Possession of the Yamato adds the Dark Slayer style to Dante's lineup. Press the Change Style - Sword Master button twice to activate Dark Slayer and the following moves.

SLASH DIMENSION F

Combo: While on the ground, press Lock-on + Forward + Style.

Description: A swift motion of the blade that cuts through dimensional barriers and unleashes a vortex of destruction.

Explanation: A moment after execution, this attack creates a wall of slashes several meters away. The wall soon explodes, damaging all foes standing within its range. Ineffective if the target has moved too far forward or back.



SLASH DIMENSION C



Combo: While on the ground, press Lock-on + Away + Style.

Description: A swift motion of the blade that cuts through dimensional barriers and unleashes a slicing cyclone with you at its origin.

Explanation: Creates a thick web of sword slashes in the area directly in front of Dante, damaging all enemies that touch the wall when it detonates a second later.

DEVIL TRIGGER

Press the Devil Trigger button to enter Devil Trigger mode, a heightened state where Dante's attack speed and damage inflicted increase.

TRIGGER HEART



Base Proud Souls: 2,000

Description: While Devil Trigger is active, the depletion of the D.T. gauge will be reduced.

Explanation: Slows magic energy consumption by approximately half.

YAMATO COMBO S

Combo: While on the ground, press Style, Style, Style.

Description: A lightning quick three-hit combo for the legendary blade, Yamato.

Explanation: Dante bashes nearby enemies with the sword's scabbard twice before drawing the blade to execute a samurai-speed slash.



ABILITIES

"Abilities" includes additional skills and actions of greater benefit to Dante, aside from his weapon-based moves.

SIDE ROLL

Combo: While on the ground, press Lock-on + Left or Right + Jump.

Description: Evade an enemy attack by rolling to the side.

Explanation: Dante's best way to avoid projectiles and thrusting attacks.



AERIAL RAVE V



Combo: In midair, press Style.

Description: Two quick slashes that cut through the air.

Explanation: Dante attacks in midair with the unsheathed Yamato. Can be performed repeatedly before Dante touches the ground.

KICK JUMP



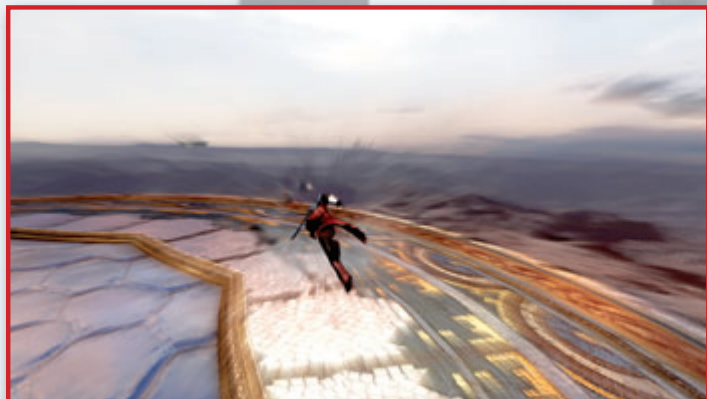
Combo: After jumping, press Jump near a wall.

Description: Jump again by pushing off of a wall.

Explanation: A default ability that allows Dante to reach higher ledges and areas by “bouncing” off a wall.



SPEED



Base Proud Souls: 300

Combo: Move control

Description: By continuing to press in the same direction with the move control, your foot speed will increase.

Explanation: After running in a certain direction without releasing or moving the move control, Dante increases speed with a small “whoosh.” This skill is extremely helpful in reducing mission clear time and enables Dante to more quickly close in on enemies.

GET MORE ORBS

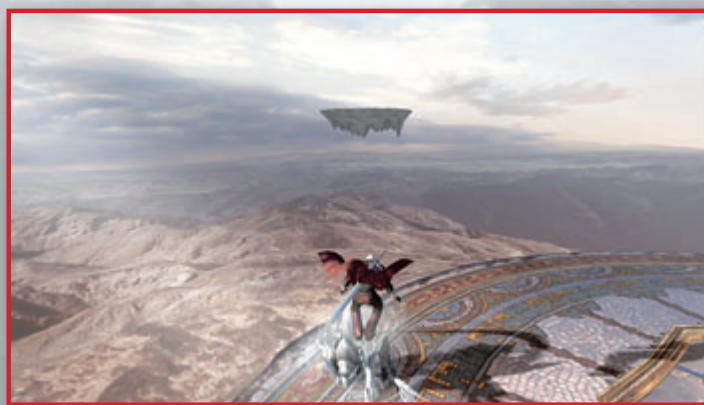


Base Proud Souls: 2,000

Description: Increase the range from which you may gather orbs.

Explanation: Dante can attract any orb in the room, no matter how far away.

ENEMY STEP



Base Proud Souls: 5,000

Combo: In midair, press Jump near an enemy.

Description: In midair, use an enemy as a stepping stone to execute a double-jump.

Explanation: When positioned directly over an enemy, press the Jump button to bounce off its head. Can be repeated an infinite number of times. Use this ability to take the battle even higher!

AIR HIKE

Base Proud Souls: 2,000

Combo: After jumping, press Jump.

Description: Concentrate magical energy in the area under your feet to perform a double-jump that can reach higher locations.

Explanation: Use Air Hike to perform a double-jump without the use of enemies, platforms, or walls.



Puppets of Armageddon

This chapter features a complete rundown of all enemies you'll encounter, including descriptions and tips for defeating them.

LESSER DEMONS

Lesser demons pop up frequently throughout the game, usually in groups of three or more. Slaying lesser demons sometimes causes more to materialize, until the whole enemy set is depleted. Sometimes leaving an area and returning triggers the reappearance of the entire enemy set.

While fighting lesser demons, raising the combo level to a higher rank—from D to A, then S, SS, and SSS—is quite easy. Raising the combo level causes defeated demons to release more Red Orbs and Green Orbs as they die. Scoring many high-level combos during a mission improves your mission ranking.

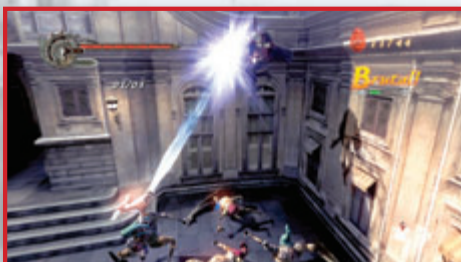
SCARECROW (ARM)



Scarecrow is a demon who was born with sacks filled with Trypoxylus. These insects are unintelligent; however, by moving as one, they bring life to their scarecrow-like form. With a bladed arm, this type of Scarecrow is often put to use as an executioner.



BASIC STRATEGY



Chop 'em, bash 'em, or gun 'em down; Scarecrows die fairly easily. Their attacks are basic to avoid, since Scarecrows tend to raise their blade arms high in the air and pause momentarily before striking.



Dante can use Stinger attacks to plow into a Scarecrow group, spreading them out for easier dismantling.

Another method for tackling a group is to knock them into the air with a High Roller (Lock-on + away + Melee Attack), and keep holding the Melee Attack button afterward to make your character jump into the air alongside them. Then hack the Scarecrow up in midair with an Aerial Combo. Staying airborne allows you to attack a Scarecrow with little fear of ambush from the sides or behind.



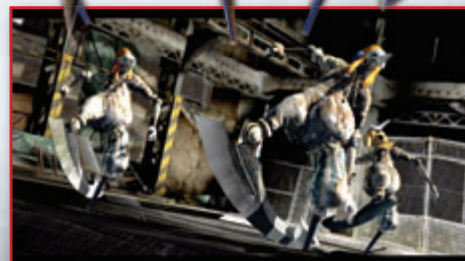
STYLISH COMBO

Gain big Stylish points for diving into a Scarecrow group and slashing multiple targets with a single attack. Knocking a Scarecrow into the air and following up with an Aerial Combo is a great way to raise your ranking. Keep the combo going with rapid gunfire while moving within melee range of a target. Red Queen and Rebellion combos purchased with Proud Souls via the shop menu also raise the Stylish gauge significantly when applied.

SCARECROW (LEG)



This is a demon who was born with sacks filled with Trypoxylus. These insects are unintelligent; however, by moving as one, they bring life to their scarecrow-like form. This Scarecrow's leg-fitted blade grants it the ability to unleash breath-taking feats of acrobatic violence.



BASIC STRATEGY

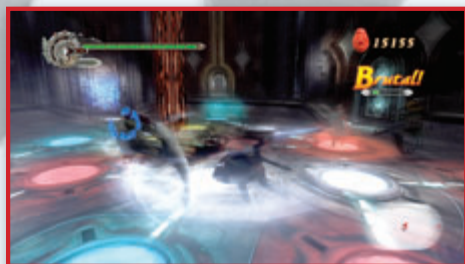


a hop can include a spin kick attack that might catch you off guard.

Still, this type of Scarecrow is just as easily knocked into the air and chopped apart as its brother. Use the same tactics described above for Scarecrow (Arm) to destroy this type as well.



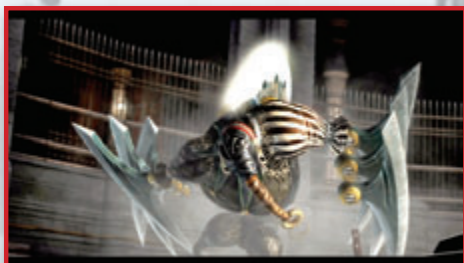
STYLISH COMBO



the air for an Aerial Combo. After delivering a few blows in the sky, perform a Split (Lock-on + Forward + Melee Attack) to drive the Scarecrow into the ground and finish it off. Nero has the added option of finishing any combo by using the Devil Bringer.

MEGA SCARECROW

Filled to the brim with Trypoxylus, this Scarecrow has swollen dramatically in size. It possesses a power that clearly demarcates it from its other, less powerful, brethren.



BASIC STRATEGY



tornado attacks. Therefore, always target Mega Scarecrows first in the group, and use repeated combos to eliminate them.

This sub-breed of Scarecrows is identical to their blade-arm brethren except in one regard: their weapon is a long, bladed foot. This type of Scarecrow has to “hop” toward the player character, and sometimes

Even when dying, Mega Scarecrows can be dangerous. When one is killed, the large scythe blade strapped to its back breaks loose, spins in the air, and stabs into the ground. Side Roll or jump away to avoid this blade, or the Mega Scarecrow might just kill Dante or Nero with its dying breath.

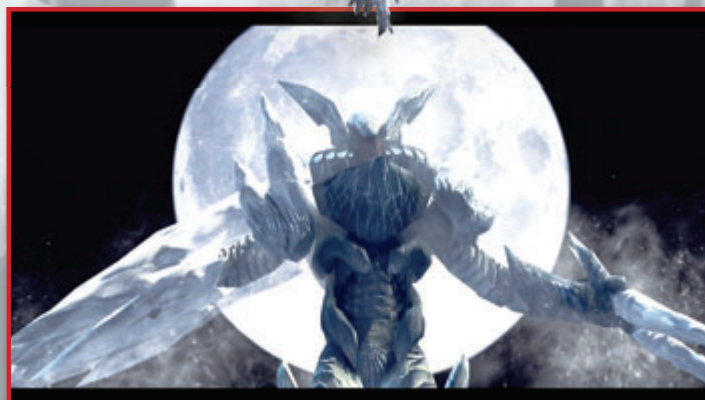


STYLISH COMBO

High Roller attacks and Aerial Combos are a great way to raise your Stylish ranking while fighting Mega Scarecrows. The Coyote-A is great at knocking them off their tiny feet, and the Devil Bringer performs a special attack against them that is sure to knock the Stylish gauge up one ranking.



FROST



Elite demons sired by the emperor of demon-kind, Frosts are all-purpose soldiers used in a variety of situations. Frosts encase themselves in ice to recover their strength, but quickly destroying their icy cocoon will end this process.

INTRODUCTION	NERO	DANTE	PUPPETS OF ARMAGEDDON			ITEMS	MISSIONS	SECRET MISSIONS	BONUS
Mission 1	Mission 2	Mission 3	Mission 4	Mission 5	Mission 6	Mission 7	Mission 8	Mission 9	Mission 10
Mission 11	Mission 12	Mission 13	Mission 14	Mission 15	Mission 16	Mission 17	Mission 18	Mission 19	Mission 20

BASIC STRATEGY



Nero has a definite edge on these creatures because he can seize them by the tail and spin them around with a Devil Bringer attack. While spinning a Frost, tap the Devil Bringer button rapidly to increase the number of spins. Also, use the movement control to change Nero's direction and face other enemies in the area. This way, when Nero releases the Frost, it collides into other enemies and inflicts massive trauma to both.



Otherwise, Frosts remain extremely resistant to melee attacks, refusing to stagger or fall down when hit with a sword. Therefore, Dante's best method of handling them is with the Coyote-A, blasting them from short to medium range. The shotgun sometimes knocks them on the ground, where they can be hit with a melee combo and even knocked into the air for a High Time or High Roller attack.

STYLISH COMBO

Nero's Devil Bringer grab is extremely effective at raising the Stylish gauge, especially if you manage to strike another enemy while swinging a Frost or throw a Frost into another foe.



Dante's best bet at raising the Stylish gauge against a Frost is to hit it with a Stinger attack, then jump away and pepper it with gunfire before performing another Stinger. Frosts can be made to stagger by striking them from behind, especially in Devil Trigger.

ASSAULT

Assaults are elite demons sired by the emperor of demon-kind. Able to burrow through the ground with their sharp claws, Assaults have varied attack techniques. They use their shields to ward off blows, but destroying the shields will render them defenseless.



BASIC STRATEGY

Assaults can be nasty and frustrating opponents, especially when they attack with projectiles and block your blows with their shields. If the closest Assault is continually hampering your attacks with its shield, Devil Trigger and perform a quick melee combo to break the shield.



Even then, Assaults are extremely muscular and resistant to melee blows. They cannot be made to stagger easily, making a chain of melee combos difficult to establish.

Again, Nero's Devil Bringer gives him a great advantage. With it, he can seize an Assault by the tail and then bash it on the ground repeatedly, back and forth. If other enemies get in the way during this attack, they suffer extreme damage.





Dante's best bet is to blast these creatures with the Coyote-A repeatedly, while moving and leaping into the air to attack from above. The shotgun helps to break their shields, should they raise their defenses.

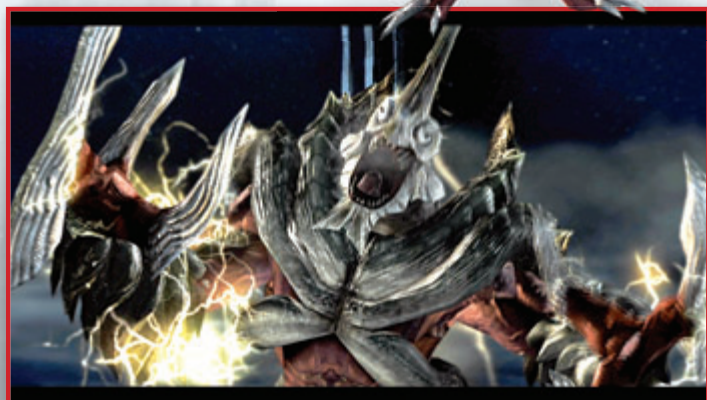
Stylish Combo

While Nero should have no problem scoring Stylish points against Assaults using his special Devil Bringer throw, Dante has great difficulty raising his ranking while fighting them. Try to isolate an Assault by knocking it away from the group using a Stinger attack. Then initiate a melee combo against the separated foe until it raises its shield. At that point, perform a quick jump over the Assault's head and attack it from behind.



Blitz

A blitz is an elite demon sired by the emperor of demon-kind. Unable to see, it relies on its other senses to track a prey's movements, then it attacks with ferocity. However, this occasionally leads it to attack other demons. One should take caution not to fall victim to its violent blows.



BASIC STRATEGY



While a Blitz is glowing, striking it with a melee weapon or the Devil Bringer is a bad idea. Doing so inflicts shock damage to the character, and renders him vulnerable to the Blitz's follow-up attacks. Instead, use Charge Shots with the

Blue Rose or use the Coyote-A to blast away at a Blitz, even when it is invisibly streaking around the room like a bolt of lightning. Continue firing until the Blitz staggers and loses its glow. Then quickly strike it with a combo attack or the Devil Bringer.

Blitzes are extremely resistant to melee blows, rarely staggering or allowing you to string together a long combo. Stay ready to Side Roll at a moment's notice, such as when it rears back and raises a fist. Right after it attacks and misses, roll to its side or rear and ambush it with a combo to make it stagger.

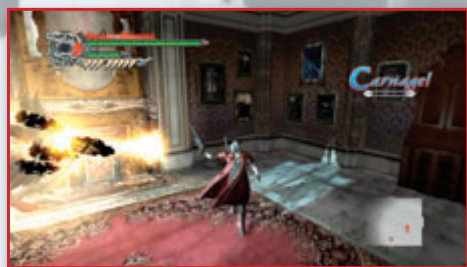


Blitzes are even more dangerous when their health is low. This phase is apparent when the Blitz begins to glow red, entering a berserk frenzy. Blitzes attack with amazing speed at this point. It is highly recom-

mended to Devil Trigger and finish off the creature with magically charged gunfire.

Stylish Combo

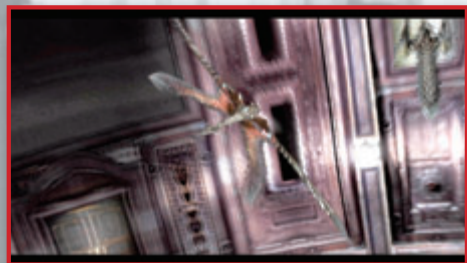
Fortunately, shooting a Blitz raises the Stylish gauge, albeit gradually. When a Blitz loses its glow, take the opportunity to raise the Stylish gauge by applying immediate melee attacks and/or the Devil Bringer. Keep your Stylish rank going by breaking off momentarily when it resumes glowing, and return immediately to using guns.



GLADIUS

Gladius is a man-made demon crafted by the hand of Agnus. Magically cross-bred between a sword and a reptile, Gladius is capable of transforming its entire body into a bladed weapon. You can cause

- great damage to enemies by throwing Gladius in this form.

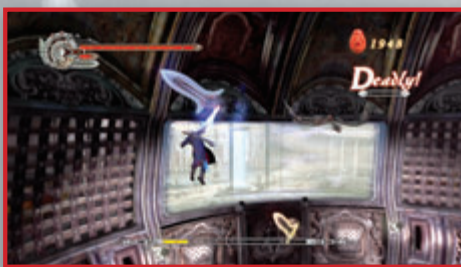


BASIC STRATEGY



Since Gladii fly through the air and hover out of range for so much of the battle, the best method of damaging them is constant gunfire. Charged Shots or the Coyote-A are particularly useful in this regard.

Stay mobile while Gladii are present, to avoid their impale or spin attacks. When a Gladius stabs itself into the ground after missing with one of its attacks, quickly hit it with a Streak or Stinger attack. Unleash a combo to destroy it quickly before it pulls out of the ground and resumes its flight pattern. Or use the Devil Bringer to grab it and throw it at the nearest Gladius or another enemy, greatly damaging both foes in the collision!



STYLISH COMBO



Shooting Gladii slightly raises the Stylish rank with each shot. The way to give your ranking a true jolt when facing these foes is to leap in the air and hit one with a melee combo or the Devil Bringer. If Nero can grab a Gladius in midair with the Devil Bringer, he immediately pivots in the air and throws it at the next closest foe. The same occurs when Nero is on the ground, but doing it midair scores higher Stylish points.

CUTLASS



Cutlass is a man-made demon cross-bred from a fish and a sword by the hand of Agnus. Its dorsal fin is a sharp blade capable of cutting through earth and stone alike, allowing a Cutlass to traverse these obstacles unhindered. Beware its unseen attacks.

BASIC STRATEGY



Cutlasses make great use of their "swimming" speed, moving along surfaces too fast to catch with a stray melee attack. They attack suddenly by bursting out of the ground with a jumping attack. The only warning of this

attack is a red glow appearing just a split second before the Cutlass flies out.

Apply constant gunfire to slow down a Cutlass while steadily moving within melee range. Once the tail is in your reach, strike it with a melee weapon or the Devil Bringer to knock the Cutlass out of the ground and onto the surface. Then unleash a melee combo against it, or use the Devil Bringer to perform a special, Cutlass-swinging throw that can cause heavy damage to other enemies in range. Repeat this strategy against all Cutlasses encountered to defeat them one by one.



STYLISH COMBO

Shooting Cutlasses does raise the Stylish rank slightly, but certainly not by levels at a time. The way to score big Stylish points is to hit one with a melee attack as it passes, which is not easy. Ripping it out of the ground with the Devil Bringer is another rank-raiser and also just as hard to manage. Do your best to avoid damage while fighting a Cutlass group, so that the Stylish rank keeps improving as you use the strategy described earlier to kill one after another.



BASILISK



The Basilisk is a horrid demon-hunting dog abomination with gun-like attributes crafted by the hand of Agnus. Its fiery skull can be shot out from its body like a bullet. It possesses the ability to regenerate a new skull out of flame.

BASIC STRATEGY

Basilisks attack by leaping at the character and also by firing their fiery skull head like a missile. Side Rolling or jumping out of the way easily avoids both attacks. Because Basilisks move with such speed, they mostly stay out of melee weapon range. Shoot them with Charge Shots or the Coyote-A to hold them in place, then fly at them and attack quickly with a Streak or Stinger attack. Knock them to the edge of the area, then use melee combos to finish them off quickly before they can leap away.



Nero can use the Devil Bringer to grab a Basilisk and use it like an over-the-shoulder rocket launcher against other enemies in the area. This attack causes heavy damage to all foes and is highly recommended.



STYLISH COMBO



Target Basilisks positioned near the edges of an area, so that a Stinger or Streak attack knocks them down in roughly the same spot. Then quickly follow up with a melee combo to significantly raise your Stylish rank.



Nero's highest scoring move against these dog beasts is the aerial snatch and grab. While airborne, use the Devil Bringer to snatch a Basilisk off the ground. Strike with the Devil Bringer before touching the ground to

convert it into an airborne rocket launcher, damaging surrounding enemies with the dog's missile head.

CHIMERA SEED



Originating from a demonic tree, Chimera Seeds are both sentient and intelligent. After their creation, Chimera Seeds seek out hosts to fulfill their parasitic desires.

Introduction	Pero	Dante	PUPPETS OF ARMAGEDDON			Items	Missions	Secret Missions	Bonus
Mission 1	Mission 2	Mission 3	Mission 4	Mission 5	Mission 6	Mission 7	Mission 8	Mission 9	Mission 10
Mission 11	Mission 12	Mission 13	Mission 14	Mission 15	Mission 16	Mission 17	Mission 18	Mission 19	Mission 20

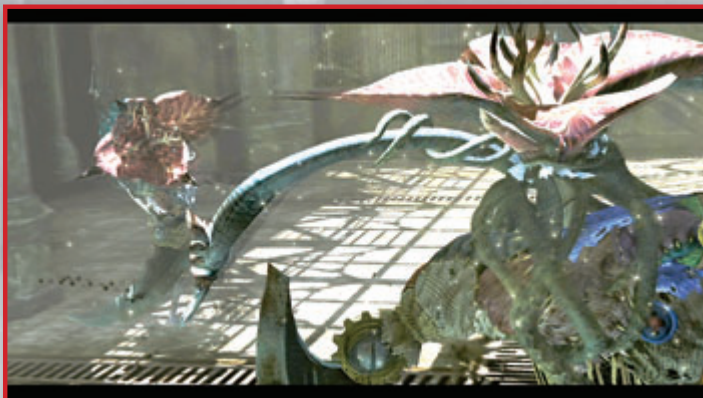
BASIC STRATEGY

Chimera Seeds are frankly quite weak and easy to destroy. They attack only by leaping at the character and inflict only minor damage. Nero can rip them apart immediately with a single Devil Bringer attack.



However, Chimera Seeds usually target other enemies, not the player character. Their real goal is to infect Scarecrows or Assaults, making those monsters twice as dangerous as normal. Therefore, quickly target and eliminate all Chimera Seeds in an area, before they have a chance to burrow into other enemies and become a real nuisance!

CHIMERA



Chimera is a demon sporting a sprouted Chimera Seed. It moves unaware that it has become host to a parasite and attacks alongside the Chimera Seed. Thus it is advisable to weaken the Chimera Seed with small arms fire and then take down its host.

BASIC STRATEGY



Chimeras are the result when a Chimera Seed takes over a Scarecrow or an Assault. Even when the monster is knocked down, the Chimera Seed can still lash out and strike while the host body is recovering.

Fortunately, Chimeras are extremely weak against gunfire. Blast them repeatedly, using Charge Shots or the Coyote-A to achieve quicker results. By shooting repeatedly, it is possible to kill the Chimera Seed, converting the monster back to its normal form.



STYLISH COMBO



Shooting Chimeras raises the Stylish gauge, although very slowly. Large points are scored for applying Devil Bringer or melee attacks as you would against the normal form of the host monster, but at great risk

of exposing yourself to counterattack from the Chimera Seed. Suffering damage during a combo lowers the Stylish level by one full rank. Therefore, apply a good deal of gunfire to weaken a Chimera before moving in to melee attack for the Stylish kill.

MEPHISTO



Mephisto is a floating demon wrapped in a black cape of special gas that allows it to pass through objects. Mephisto appears to its foes as a black demon of death; however, in truth, its physical form is nothing but a tiny coward.

BASIC STRATEGY



Although melee attacks can damage Mephistos slightly, this leaves the player character more vulnerable to their scythe slashes and piercing attacks. The recommended strategy is to blast the Mephisto repeatedly while dodging its attacks. Charge Shots or the Coyote-A are recommended. Pandora inflicts greater damage against floating Mephistos, but can only be utilized when the creature is hovering in a stationary position.



After suffering so much damage from gunfire, the Mephisto weakens and falls to the ground. The black cloak surrounding it dissipates, revealing its true, insect-like form. Quickly apply melee combos and Devil Bringer attacks to finish it off before it rises and resumes its ghostly form once again.

Tip

PERO CAN "YANK" A MEPHISTO OUT OF ITS DEADLY CLOAK DURING THE CREATURE'S SECOND OF VULNERABILITY RIGHT AFTER THE CREATURE ATTEMPTS AN ATTACK. QUICKLY USE THE SNATCH ABILITY

TO PULL THE MEPHISTO DOWN TO THE GROUND, AND POUND IT INTO THE DIRT!

STYLISH COMBO

Start accumulating Stylish points early by slashing a Mephisto once or twice in midair. Then maintain your Stylish rank by blasting it repeatedly and dodging all of its attacks. By the time the creature shows its true form, the Stylish gauge should have risen to C (Carnage!) rank. Then use melee attacks and the Devil Bringer to raise the Stylish gauge by entire levels before the Mephisto peters out.

Cautio

Surrounding enemies attack more frequently when a Mephisto is vulnerable on the ground, as if trying to give it time to recuperate.

FAUST

While closely related to Mephisto, Faust is leagues more intelligent and cruel. While its tiny, cowardly physical form is unchanged, Faust's capacity for violence makes Mephisto seem like a mere infant.



BASIC STRATEGY



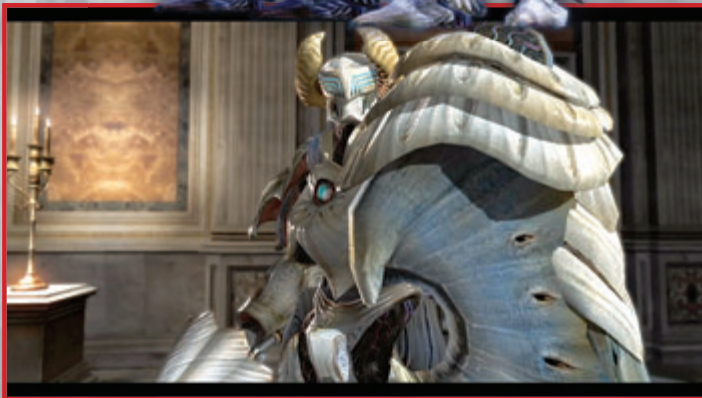
As with Mephisto, shoot the Faust repeatedly while avoiding its many swooping and extended claw attacks to weaken its disguise. When the insect-like creature falls out of the dark cloak and flops on the ground, quickly chop it to pieces with several melee combos. Fausts have quite a bit more endurance and suffer less damage from attacks than Mephistos, and naturally require more patience to eliminate.



STYLISH COMBO

Use the Air Hike ability to rise to the Faust's level, and quickly hit it with a melee attack or two before it flies away. This raises the Stylish gauge to at least the D level. Maintain this level with repeated gunfire and by dodging its many attacks until it shows its true form. Then quickly dispose of it by entering Devil Trigger mode and slashing away. This strong finish always raises the Stylish rank significantly.

Bianco Angelo



Bianco Angelo is an armored demon bearing the crest of the Order of the Sword. While the armor covers a hollow interior, destroying the White Knight causes the expulsion of a soul-like being, leading one to believe something else may have been in control of the Knight.

The man-made soldier is made from the fragment of a demon known as the “dark angel.” Filled with either a human or demonic soul, it carries out its master’s orders with mechanical precision.

BASIC STRATEGY

This enemy first appears in the Library screen as a “white knight,” after Nero first encounters them and does not fully understand their nature. But after he reaches the Angel Creation area and realizes that Bianco Angelos are made from fragments of the creature Nelo Angelo (previously defeated by Dante in the original *Devil May Cry*), he then realizes their true purpose.

Bianco Angelo brandishes a shield that deflects all attacks. Avoid striking the shield with a full melee combo, because the Bianco Angelo is just waiting to counterattack with a shield-bash and double lance thrust attack. When the shield deflects your first blow, perform a single jump to leap behind the Bianco Angelo and strike its unprotected side. Attacking this way causes the armor suit to stagger, allowing you to chain together combos. Another way to sidestep the shield issue is to destroy it altogether, achieved quickly by striking the shield in Devil Trigger mode.



Nero can use the Devil Bringer to impale a Bianco Angelo on its own rocket-powered spear, whether in midair or on the ground. Once the armor suit is impaled, press the Devil Bringer button repeatedly to extend the attack.

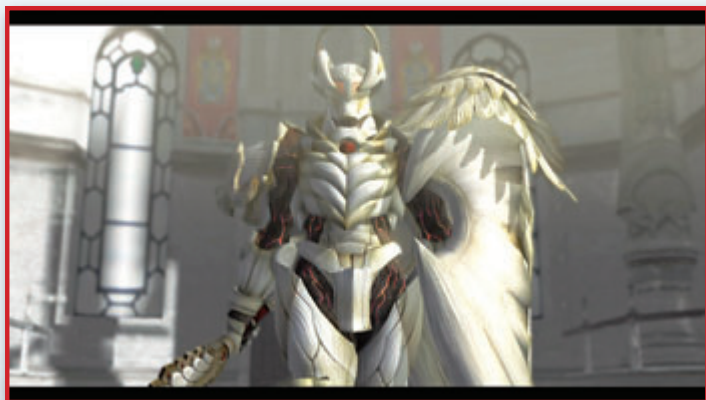
At the end, Nero launches the Bianco Angelo across the room, inflicting major damage to it and any other enemies it collides with. However, performing this attack on the ground leaves Nero vulnerable to ambush from the sides or behind.

STYLISH COMBO



Raising the Stylish gauge against Bianco Angelos is no problem, as long as you avoid damage from their counterattacks. Simply jump or roll to their unprotected side and attack. Big Stylish points can be scored by damaging multiple Bianco Angelos at once in this manner. Nero’s Devil Bringer attack is a big hit on the Stylish gauge, as long as other enemies do not ambush him in the process.

ALTO ANGELO



A knight turned demon via the Ascension ceremony, the Alto Angelo has donned the armor of a Bianco Angelo to lead them into battle. It is said that an Alto Angelo can raise the abilities of the Bianco Angelos around it.

BASIC STRATEGY

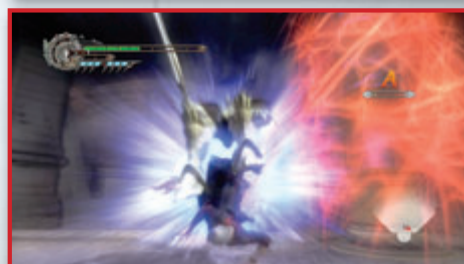


Alto Angelos are sometimes hard to distinguish from Bianco Angelos in certain dark rooms, until they begin to attack. Alto Angelos carry large swords instead of lances. They attack with a back-and-forth slashing motion with the sword. Sometimes they spread their wings and begin to glow, indicating they are about to unleash a rushing attack.



When an Alto Angelo and two Bianco Angelos are present, the three can cross their weapons in formation to create a massive burst of energy that homes in on the player character. Only jumping or Side Rolling at the last possible second can avoid it.

Alto Angelos attack more frequently and more fluidly than Bianco Angelos, making them more fearsome opponents. Because they are hard to keep up with, it is easier to eliminate Bianco Angelos first. Otherwise, attack them in the same manner; roll to their unshielded side and slash away. Nero can grab an Alto Angelo from its unprotected side and perform a double body slam and dive kick to destroy it, just like a pro wrestler!



STYLISH COMBO



By jumping to their unprotected side and chaining together various sword combos, fighting an Alto Angelo can help to raise your Stylish gauge significantly. Nero's body slam attack with the Devil Bringer scores high points,

as does attacking the Alto Angelo in midair, since the chances of success in this are so slim.

FAULT



Faults are subterranean creatures that dwell in the demonic underworld. They can seek out the magical power of their prey, and once found, they appear suddenly from below wrapping their victims in darkness. The darkness within the Fault's body is often the habitat for demonic denizens.

INTRODUCTION	PERO	DATE	PUPPETS OF ARMAGEDDON		ITEMS	MISSIONS	SECRET MISSIONS	BONUS	
Mission 1	Mission 2	Mission 3	Mission 4	Mission 5	Mission 6	Mission 7	Mission 8	Mission 9	Mission 10
Mission 11	Mission 12	Mission 13	Mission 14	Mission 15	Mission 16	Mission 17	Mission 18	Mission 19	Mission 20

BASIC STRATEGY

The goal of the Fault is to capture the character and transport him to a penalty room full of enemies to battle, so combat with the Fault itself is not really an issue. While exploring Mitis Forest and other places Faults appear, keep an eye on the ground for star-shaped patterns that will form. Keep moving off the pattern or jump away to avoid being captured by the Fault.



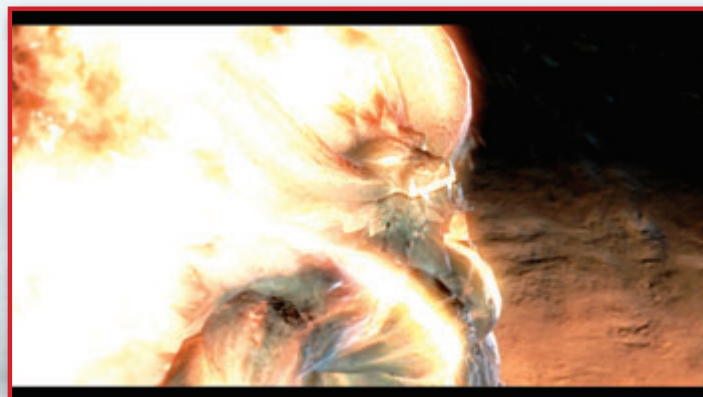
Faults can be killed rather easily with a few melee combos. However, in most areas of the forest, an endless number of Faults appear. Therefore, eliminating them all is not possible and proves too time-consuming. But one

good thing is that every Fault killed after the first in each area yields a Green Orb that replenishes life.

BOSSSES

Boss enemies are unique creatures encountered once or perhaps twice in the entire game. Bosses have a high amount of life, prolonging battles against them. They have special attacks that require more evasion skills. Complete boss strategies are contained in Chapter 5: Mission Walkthrough.

BERIAL



Berial is a demon hailing from a cruel circle of the underworld known as the Fire Hell. The otherworldly flames that wrap Berial's body prevent him from falling victim to the magical machinations of others. However, when these flames are extinguished, Berial is vulnerable.

BASIC STRATEGY

The basic way to attack Berial is to jump toward his head and slash at his face and horns. Attacking him from behind is preferable because it is easier to avoid his spinning slash attacks.



When Berial's fires extinguish, Nero can perform a complicated horn slam and blow back attack by striking him repeatedly with the Devil Bringer.

STYLISH COMBO



The Stylish gauge does not rise easily when Berial is in town. The best and only way to achieve a high rank is to avoid his attacks because suffering damage lowers the Stylish gauge by a full letter grade.

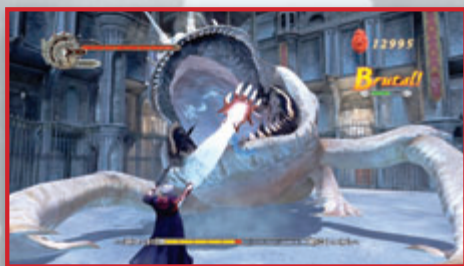
BAEL



Bael is a family of demons that resemble toads. They use a gas to conceal their bodies and sensual bait to lure prey, which they swallow up. These demons are not used to direct combat, and their huge tongues are a particularly weak spot.

BASIC STRATEGY

Bael's entire body is vulnerable to damage. The difficulty comes in attacking him while he leaps all over the place. When he's at long range, blast away with Blue Rose to continue damaging him.



Occasionally Bael disappears, leaving only his "Rusalka" feelers to contend with. Slash one of these until it falls, then grab it with the Devil Bringer to yank Bael out of hiding.

Near the end of the battle, Bael occasionally freezes over, completely covering himself with ice. This is another form of bait, because momentarily he breaks out of the ice and tries to swallow Nero. However, striking the Rusalkas during this time yields replenishing Green Orbs.

STYLISH COMBO



Leaping around and disappearing as he does, Bael makes it extremely difficult to raise the Stylish gauge during the fight. Therefore, the only way to score high is to avoid damage from all his attacks and build the gauge with melee combos that eventually stun Bael, rendering him vulnerable to Nero's Devil Bringer attack.

DAGON



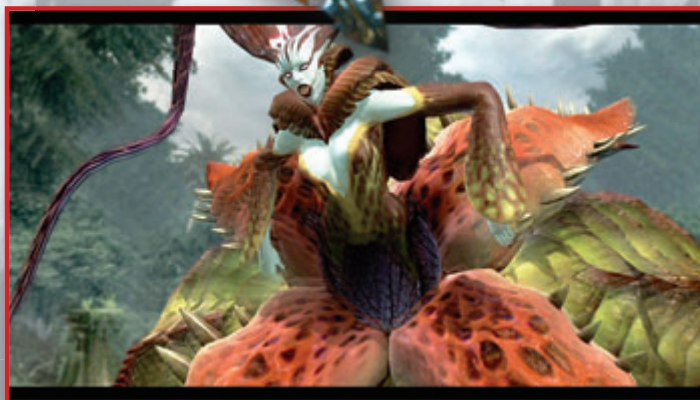
Dagon is a demon much like a Bael, though adaptation has caused it to evolve a different body color. This proves to be the only difference between the two, including the particularly weak tongue.

BASIC STRATEGY

Dagon fights and can be defeated in a manner identical to Bael.



ECHIDNA



Master of a forest home for many demonic mysteries, Echidna scatters her seeds to act as hosts for further demons. She aims to create a world where demons prosper through her plant-like progeny. Appearing to be a dragon, Echidna is actually a beautiful petal wrapped flower.

INTRODUCTION	PERO	DATE	PUPPETS OF ARMAGEDDON			ITEMS	MISSIONS	SECRET MISSIONS	BONUS
Mission 1	Mission 2	Mission 3	Mission 4	Mission 5	Mission 6	Mission 7	Mission 8	Mission 9	Mission 10
Mission 11	Mission 12	Mission 13	Mission 14	Mission 15	Mission 16	Mission 17	Mission 18	Mission 19	Mission 20

BASIC STRATEGY

Echidna's weak point is her exposed torso, although she can still be damaged by gunfire when in flying dragon form. Jump up to perform Aerial Combos against her torso, and watch out for her head tentacle whip attack. Nero can perform a special attack against her when she holds her head as if mildly dazed.



When Echidna spreads her tail into eight legs and reveals her birthing chute, jump up to strike the organ. Nero's Devil Bringer executes a particularly painful attack at this time.

STYLISH COMBO

As with other bosses, striking Echidna does not raise the Stylish gauge significantly. Only using Nero's special Devil Bringer attacks and avoiding damage can raise the Stylish gauge to a high rank before the end of the battle!



AGNUS



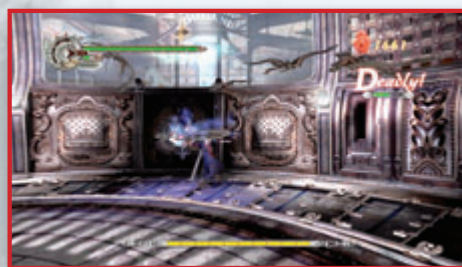
The chief alchemist of the Order of the Sword, Agnus created both the Cutlass and Gladius, and is able to control them at his will.

BASIC STRATEGY



In this battle, the actual target is the barrier Agnus erects between the two portions of the Containment Room. Grab the Gladii flying around the room with the Devil Bringer and toss them into the barrier to destroy it.

STYLISH COMBO



The Stylish gauge rises by almost a full rank each time a Gladius is used to damage the barrier. Therefore, the key to achieving a really high rank is to avoid damage throughout the battle. No problem, right?

ANGELO AGNUS



This is the demon form of Agnus after his Ascension ceremony. With wing-like organs, Angelo Agnus can call upon the numerous demons of his pseudo-hell to do his bidding, but only at the cost of his health.

BASIC STRATEGY

Jump up to fight this battle in the air, unleashing one Aerial Combo after another upon the fly-like Agnus. His counterattacks include summoning Gladii or Basilisks, which then spread out and attack.



Nero can grab either monster with the Devil Bringer and use it against Agnus.



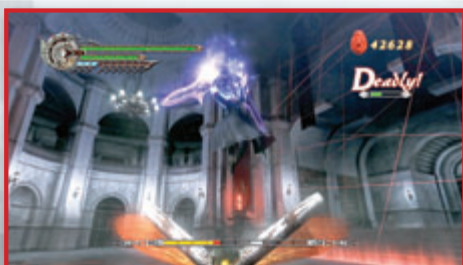
Agnus also attacks by summoning Cutlasses to burst out of the ground directly below him. Counter this attack by backing away and using Charge Shots or the Coyote-A to continue damaging him. He can form two Cutlasses in his hands, and then begins spinning toward the character like a top. Run along the outer edges of the area to avoid this attack.

Agnus also attacks by creating a circle behind him with five black dots. Fireballs emanate from the dots and streak toward the player character. Avoid this attack by running to either side.



Agnus also uses health-draining attacks to restore his own lost life. When he is not glowing, Side Roll to avoid his swooping attack, or he seizes your character and drains a good deal of life. Sometimes Agnus hovers in the center of the area and shouts, "Prepare to die!" He then begins to emanate a greenish glow. Shoot him repeatedly or jump up to strike him with a few Aerial Combos to break him out of his spell before he steals most of your character's life.

When Agnus is glowing, he remains indifferent to your attacks. Keep attacking him until the glow fades, and then Devil Trigger and carve him up. Nero can use the Devil Bringer at this time to body slam Agnus into the ground and impale him with several Gladii.

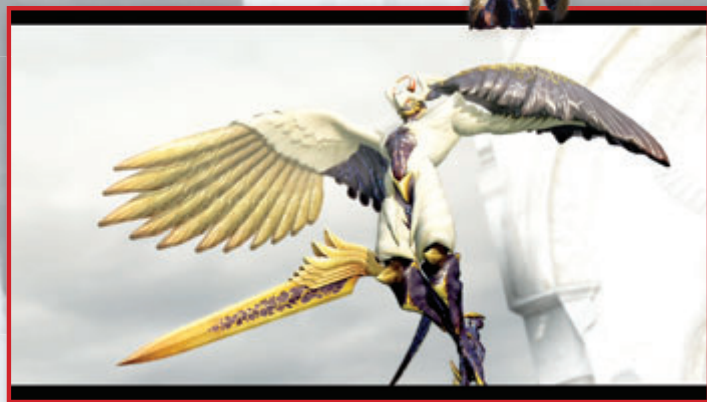


STYLISH COMBO

As with all bosses, the keys to attaining a high Stylish rank during the battle are to avoid damage from Agnus's attacks and strike him repeatedly with midair melee combos.



ANGELO CREDO



This is the demon form of Credo after his Ascension ceremony. The shield held in his left hand is meant to protect the Order and thus exists as a symbol of Credo's faith. The shield is also capable of repelling any sort of attack.

BASIC STRATEGY

Credo basically fights like an advanced Alto Angelo. Side Roll several times to avoid his drawn-out sword combo, then attack him from his unprotected side. When he defends himself with his shield, leap away to avoid his counterattack.





Occasionally, he leaps to the side of the ring and fires magic spears at Nero. Use Side Rolls to avoid up to three of these in a row, firing upon him the entire time.

Throughout the battle, just keep attacking his unshielded side. When he weakens at the end of a combo, use the Devil Bringer to inflict a massive damage combo.

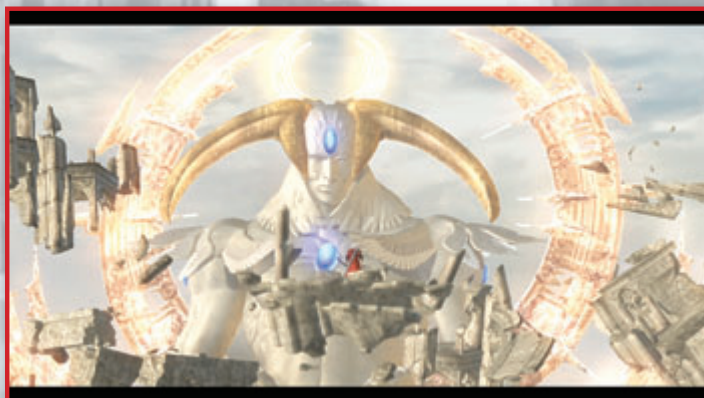


STYLISH COMBO

Credo is another boss that makes it extremely hard to build up the Stylish gauge while fighting. Whenever he breaks off and moves to the sides of the ring to throw spears, keep your combo going by shooting him between each of his volleys. Avoid damage to score the highest combo possible when you finish him off with the Devil Bringer.



THE SAVIOR



The Savior is the most powerful demon brought forth by the Order of the Sword. Its exterior, oft-mistaken to be a god, holds a millennia of demonic matter and spirit melded together. With the blood of Sparda and his ancient sword, it will be possible to control the Savior for the first time.

BASIC STRATEGY

Jump onto its two arms and use Yamato to destroy the crystals at the forearm and shoulder. Then jump on either arm and shoot out the head crystal. Use a cannon located in the area to stun The Savior; then race to the platforms at its two shins and destroy the crystals there. Also jump to the platform behind its back, and shatter the crystal between its shoulder blades.



Leap across suspended platforms to avoid his platform-shattering attacks. Fire continuously using Charge Shots and Devil Trigger until The Savior's health is reduced to a quarter or less. When the Savior faints and falls

into a collection of platforms, leap to the area near the chest crystal and use Yamato to destroy it.

STYLISH COMBO



Scoring a high Stylish rank before the actual boss fight is impossible because of the platform leaping involved. You may be able to raise the combo level by attacking the Bianco and Alto Angelos appearing on the platforms, but only at the risk of being flattened by The Savior. During the boss fight, blast away with the guns until it gets weak. When the opportunity to shatter the chest crystal comes, start a combo and milk it for all its worth to raise the Stylish gauge!

THE FALSE SAVIOR



The False Savior has completely assimilated the body of Sanctus, but may fall short of a true god's power. However, its repulsive tenacity means one must not let their eyes stray from it for too long. Bring forth final judgement upon this atrocity!

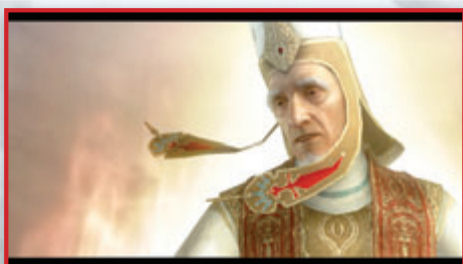
BASIC STRATEGY



This is more of an event-based encounter than an actual battle. Simply use the Devil Bringer to punch his two fists. This weakens him enough to bring down the whole mess.

SANCTUS

Sanctus is the leader of the Order of the Sword and the one behind all of its machinations. Though he surpassed the bounds of human power via his Ascension ceremony, unlike other knights, Sanctus's appearance has changed little. However, he has gained incredible demonic power.



BASIC STRATEGY

Shoot the two lanterns floating in front of Sanctus to make them into grapple points for the Devil Bringer, then pull yourself through the air over to him. Strike the shield surrounding him with Red Queen until it shatters. Before dropping to the ground, grapple the two lanterns again and follow the unshielded Sanctus to his new location. Strike him to knock him down to earth, and then hit him with the Devil Bringer and press the button repeatedly to enhance the attack. Repeat this strategy until the end of the battle.



STYLISH COMBO



Grappling to Sanctus twice without touching the ground and knocking him out of the sky to immediately deliver the Devil Bringer attack should raise the Stylish gauge to the highest levels every time. Doing

it twice in a row without taking damage should raise it to at least the SS (Super Smokin'!) rank.

SANCTUS DIABOLICA



Sanctus Diabolica is the demon form taken by Sanctus after his Ascension ceremony. The ceremony amplified Sanctus's ability to resonate with Sparda, giving him power far beyond that of any normal demon, and warping his body into a hellish visage.

INTRODUCTION	NERO	DANTE	PUPPETS OF ARMAGEDDON			ITEMS	MISSIONS	SECRET MISSIONS	BONUS
Mission 1	Mission 2	Mission 3	Mission 4	Mission 5	Mission 6	Mission 7	Mission 8	Mission 9	Mission 10
Mission 11	Mission 12	Mission 13	Mission 14	Mission 15	Mission 16	Mission 17	Mission 18	Mission 19	Mission 20

BASIC STRATEGY

Use the same grappling and shield-breaking strategy that worked earlier. Sanctus now has a second shield in the form of a red glow that is easier to break in Devil Trigger. Once both shields shatter, Sanctus falls to the ground where you can deliver a Devil Bringer attack.



strike him to break his personal shield. Hit him again with Devil Bringer to end the battle!

STYLISH COMBO

If you can knock out both of Sanctus's shields, especially in the latter half of the battle, and apply the Devil Bringer attack without taking damage, the Stylish gauge should go through the roof!



DANTE



Dante is a man wrapped in mystery, whose only confirmed act was the assassination of His Holiness. With a sword and two guns, his skill made a mockery of Nero. The Man in Red's true intentions remain unknown.

Son of the legendary Sparda, the Devil Hunter known as Dante has become a legend in his own right. With his sword Rebellion and guns known as Ebony and Ivory by his side, many demons have come to know Dante's incredible power during his long career.

BASIC STRATEGY



Dante is initially known as the "Man in Red," before Nero learns his true identity and intentions. The initial battle in the Opera House is a given, since Dante basically allows Nero to win. The second battle in the Order of the Sword H.Q. -B- stage is not so easy. Side Roll to avoid Dante's attacks, and Side Roll repeatedly to avoid his sword combos. Strike with the Devil Bringer as often as possible. If Dante blocks or negates the attack, a flurry battle ensues. Press the Devil Bringer button rapidly to win the flurry battle and bash Dante away, causing severe damage. Repeat this strategy and use Devil Trigger frequently to gain the upper hand.



STYLISH COMBO



Raising the Stylish gauge against Dante? Forget it!

Items

During their missions, Dante and Nero come across several useful items. Many items can be purchased in the shop menu using the Power Up screen, and at the Divinity Statue shop. The function and availability of all items are covered in this chapter.

ORBS

Glowing orbs may be dropped by defeated demons, obtained by smashing environmental objects, or purchased via the Power Up and Divinity Statue screens. Dante and Nero automatically attract and collect orbs by moving near them. The “Get More Orbs” skill allows either character to attract orbs from farther away.

NOTE

The Power Up screen can be accessed prior to starting a mission. A Divinity Statue depicts a lion-man holding an hourglass. Either method opens the shop screen, allowing the player to activate skills using Proud Orbs and purchase items by spending Red Orbs.

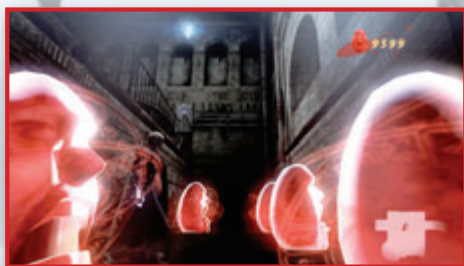
RED ORB



Red Orbs are magic red stones of crystallized demon blood. Offer it to the gods to earn new power.

How Do I Find It?

Red Orbs are obtained by smashing furniture and objects. They're sometimes sitting out in the open or floating high up out of normal view. They also are released by defeated enemies and sometimes found in great quantities by standing in certain locations or leaping to specific ledges. The Rusalka Corpse helps Nero detect hidden Red Orbs.



What Does It Do?

Accumulated Red Orbs can be exchanged like currency, allowing you to purchase various items from the Power Up and Divinity Statue screens.

GREEN ORB



Green Orbs are magic green stones of crystallized demon fluid. It returns lost life power.

How Do I Find It?

Obtain Green Orbs by smashing furniture and objects. They're sometimes found freestanding and released by defeated enemies.

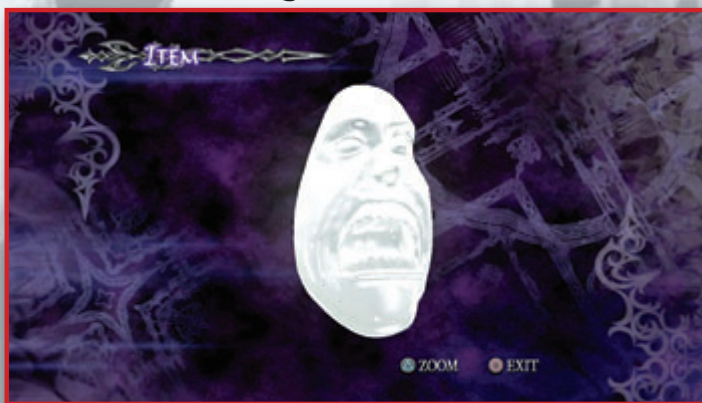


What Does It Do?

Green Orbs restore lost health, the amount depending on the size of the orb collected. If the player's health is full, collecting Green Orbs increases the player's Red Orb count.



WHITE ORB



White Orbs are magic white stones of crystallized devil spirit. It revives lost magic power.

How Do I Find It?

White Orbs are sometimes found freestanding in the environment. The most common method of finding them is by destroying certain enemies and attacks summoned by bosses, such as Gladii and Basilisks summoned by Angelo Agnus, blue spheres emitted by The Savior, etc.



NOTE

White Orbs only begin appearing in the game after Nero obtains Yamato and the ability to Devil Trigger.

WHAT DOES IT DO?

White Orbs restore one or two segments worth of magic power in the Devil Trigger gauge, depending on the size of the orb collected.

BLUE ORB



Blue Orbs are magic blue stones of crystallized life force. It boosts one's maximum vitality.

How Do I Find It?

You can obtain Blue Orbs by purchasing them in the shop menu, in exchange for Red Orbs, or by collecting four Blue Orb Fragments.

WHAT DOES IT DO?

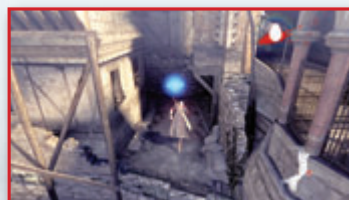
Blue Orbs extend the health gauge of the character by one segment. At the time a Blue Orb is assembled or purchased, the character's health is fully replenished.

BLUE ORB FRAGMENT



Blue Orb Fragments are pieces of crystallized life force. Four of these form one complete stone.

How Do I Find It?



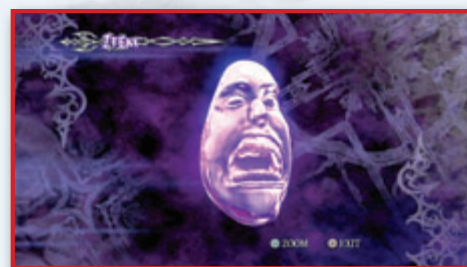
Obtain Blue Orb Fragments by destroying Stylish statues or by clearing secret missions. Occasionally, yet rarely, you'll find them in small niches in the environment.

WHAT DOES IT DO?

Four collected Blue Orb Fragments automatically become one Blue Orb, extending the life gauge by one segment.

PURPLE ORB

Purple Orbs are magic purple stones of crystallized magic. It boosts one's magic power limit.



How Do I Find It?

Purple Orbs must be purchased from the shop menu, available either from the Power Up screen prior to a mission or by visiting a Divinity Statue. They are not added to the shop list until the Devil Trigger ability is obtained in Mission 06.

WHAT DOES IT DO?

Purple Orbs extend the Devil Trigger gauge by one segment. This increases the amount of time the character can remain in Devil Trigger state.



GOLD ORB

Gold Orbs are magic golden stones made through a secret process. It can restore lost souls.



How Do I Find It?



Gold Orbs are occasionally found in niches in the environment. They also can be purchased in the shop menu, in exchange for Red Orbs.

What Does It Do?

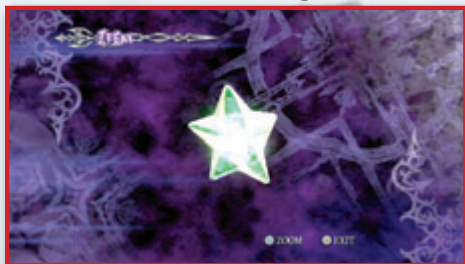


When in possession of a Gold Orb, the player character has an opportunity to automatically revive with full health and resume combat. Each Gold Orb can be used only once.

Items

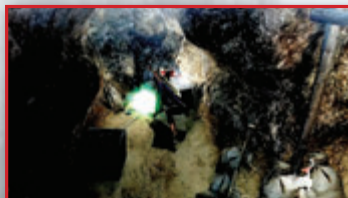
Items can occasionally be found in the environment, but usually must be purchased from the shop screen. To use an item in your possession, press the Pause Menu button to open the Pause menu, and select "Items." A list of items is displayed. Select a consumable item and press the Confirm button to use it. Completing a mission without using items grants the player a mission ranking bonus.

Vital Stars



Vital Star S is a spiritual stone made using alchemy. It slightly revitalizes lost life power.

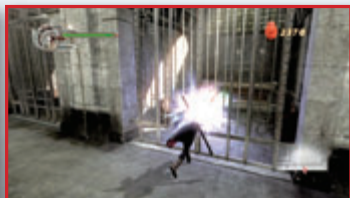
How Do I Find It?



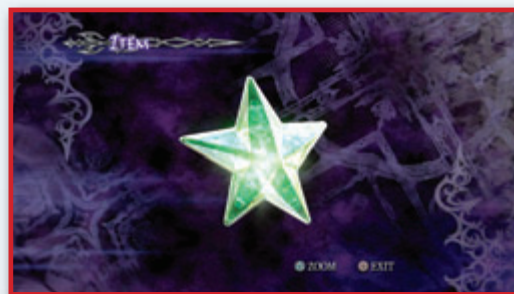
The Vital Star S is occasionally found in small niches in the environment. It can be snatched from behind bars using the Devil Bringer. Sometimes they are found floating high above suspended platforms or columns. They also can be purchased in the shop menu in exchange for Red Orbs.

What Does It Do?

The Vital Star S restores approximately one-quarter of the character's health.



Vital Star M



Vital Star M is a spiritual stone made using alchemy. It moderately revitalizes lost life power.

How Do I Find It?

The Vital Star M can be purchased in the shop menu in exchange for Red Orbs.

What Does It Do?

It restores approximately half of the character's health.

Vital Star L



Vital Star L is a spiritual stone made using alchemy. It greatly revitalizes lost life power.

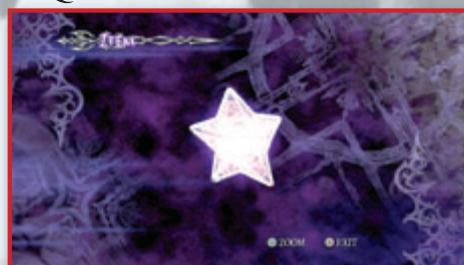
How Do I Find It?

The Vital Star L can be purchased in the shop menu in exchange for Red Orbs.

What Does It Do?

It restores a large amount of the character's health.

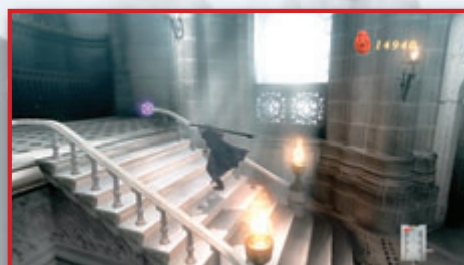
Devil Stars



Devil Star S is a spiritual stone made using alchemy. It slightly revitalizes lost magic power.

How Do I Find It?

The Devil Star S is found in rare spots in the environment. It can be purchased from the shop at the Power Up screen or when visiting a Divinity Statue. It is not added to the shop list until the Devil Trigger ability is obtained in Mission 06.



WHAT DOES IT DO?

It restores a small amount of magic power in the Devil Trigger gauge, and it refills approximately three segments of the gauge, making it possible to Devil Trigger.

DEVIL STAR L

Devil Star L is a spiritual stone made using alchemy. It greatly revitalizes lost magic power.

HOW DO I FIND IT?

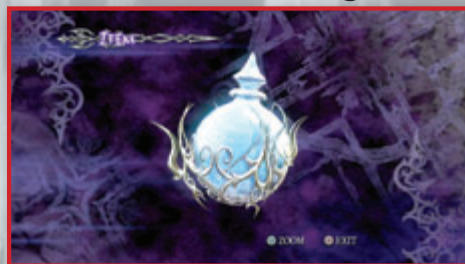
The Devil Star L can only be purchased from the shop menu by accessing the Power Up screen prior to starting a mission or when visiting a Divinity Statue. It is not added to the shop list until the Devil Trigger ability is obtained in Mission 06.



WHAT DOES IT DO?

It restores a large amount of magic power in the Devil Trigger gauge. It is very useful to have handy if the enemy can be damaged only in Devil Trigger mode.

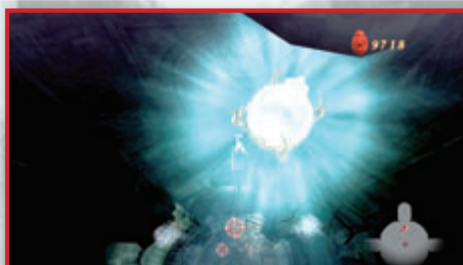
HOLY WATER



Holy Water can be used to fend off demons. It severely damages nearby enemies.

HOW DO I FIND IT?

Holy Water is found in certain off-the-path locations, or it can be purchased in the shop menu in exchange for Red Orbs.



WHAT DOES IT DO?



It releases a blinding flash that inflicts extreme damage to all enemies in the surrounding area.

KEY ITEMS

Key items are unique objects that give characters additional talents or make it possible to surmount certain obstacles.

PROUD SOUL

Proud Soul is a soul filled with the pride of noble blood. It is indispensable when boosting one's abilities.



HOW DO I FIND IT?



Obtain Proud Souls by achieving a good overall ranking at the end of a mission. The higher the ranking, the more Proud Souls are awarded.

WHAT DOES IT DO?

Proud Souls allow the character to equip skills and abilities while visiting the shop menu. Proud Souls can also be regained by removing skills from a character in the shop menu.

EVIL LEGACY



Evil Legacy is a crystal that holds the power of an ancient evil. It has the ability to awaken a new power within.

HOW DO I FIND IT?

The Evil Legacy is located in the Fortuna Cathedral, obtained during Mission 02.



WHAT DOES IT DO?

It allows Nero to perform the Hell Bound action, where he can grapple a small floating lantern called a "Grim Grip." This action allows Nero to leap over gaps and chasms where Grim Grips hover.



It also bestows the Snatch ability, allowing Nero to seize enemies and then draw them closer or use the enemy as a grapple point, depending on the qualities of the foe.

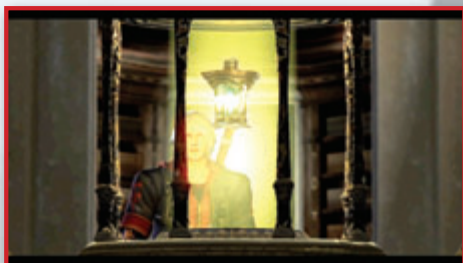
ANIMA MERCURY

Anima Mercury is an artificial soul made using alchemy. It breathes life into the inanimate.



HOW DO I FIND IT?

The Anima Mercury is located in the Fortuna Castle 2F Library and is obtained during Mission 03.



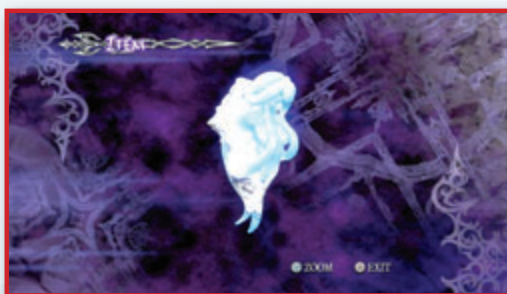
WHAT DOES IT DO?



It allows Nero to activate and move Gyro Blades by punching them with the Devil Bringer Melee attacking the Gyro Blades causes them to spin. While they're spinning, a strike from the Devil Bringer sends them flying farther, causing significantly more damage to environmental objects and enemies.

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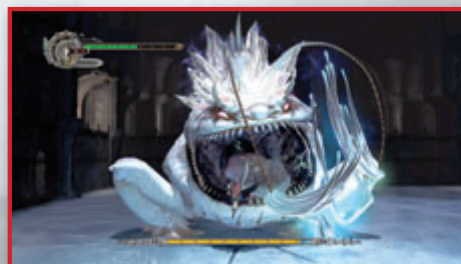
RUSALKA CORPSE



Rusalka Corpse is part of a dangling feeler used by the demon Bael. Those who take it up will find a new source of power.

HOW DO I FIND IT?

Defeat Bael in Fortuna Castle 1F Central Courtyard during Mission 04.



WHAT DOES IT DO?

Possessing this item causes Nero's Devil Bringer to glow and make a ringing sound whenever he is near the location of a hidden item or items, or whenever the demon scroll inviting the player to a secret mission is near.

Whenever the gauntlet signals, search the environment to find hidden caches of Red Orbs or Blue Orb Fragments, or look for the secret mission demon scrolls!



WING TALISMAN

Wing Talisman is a talisman made of crystallized angel wing. It can stimulate a divine response in specific equipment.



HOW DO I FIND IT?



The Wing Talisman is located at the bottom of Fortuna Castle B1 Spiral Well and is obtained during Mission 05.

WHAT DOES IT DO?

When the possessor of this item moves near certain rings, a red bounce seal forms over the device. You can then step on the pad to be launched high up in the air, higher than normal jumping can reach.



SEPHIROTHIC FRUIT



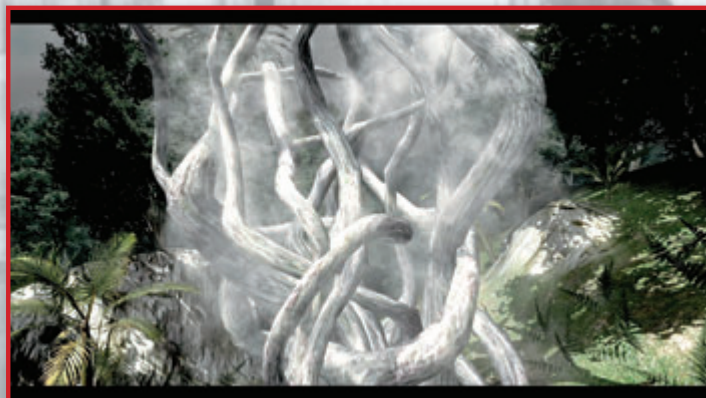
Sephirothic Fruit is one of Echidna's seeds. This fruit of her womb holds the power that binds together demonic plants.

HOW DO I FIND IT?

The Sephirothic Fruit is obtained by defeating Echidna during Mission 07.



WHAT DOES IT DO?



When the possessor of this item examines reddish tree roots that block certain paths in Mitis Forest, the roots turn to ash and crumble, allowing the user to reach new areas.

AEGIS SHIELD



Aegis Shield is a shield once held by Credo. Those who take it up will find a new source of power.

HOW DO I FIND IT?



Defeat Angelo Credo during Mission 08.

WHAT DOES IT DO?



It grants the Devil Bringer the power to hold and carry certain enemies. It mainly works on Scarecrows, Basilisks, Mephistos and Faustus (in their insect forms), Frosts, and Assaults. Press and hold the Devil Bringer button to capture an enemy. Nero can then walk around with the enemy in possession, using the foe as a shield against frontal attacks.

KEY OF CRONUS



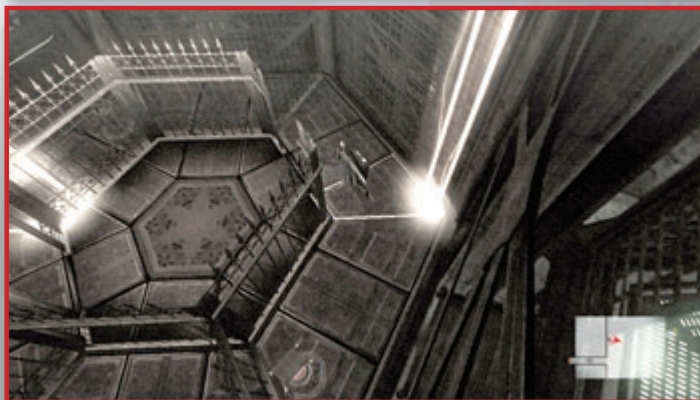
The Key of Cronus was crafted of concentrated magical energies. It can manipulate the very fabric of space and time.

How Do I Find It?

The Key of Cronus is located in the Order of the Sword H.Q. -A- 2F Key Chamber and is obtained during Mission 09.



WHAT DOES IT DO?



When Nero possesses the key, striking certain chrono machines with the Devil Bringer slows the flow of time in the room. When Dante possesses it, the Devil Hunter can slow time by examining chrono machines. Slowing time enables the player to navigate through fast-moving lasers.

ITEM PRICE TABLE

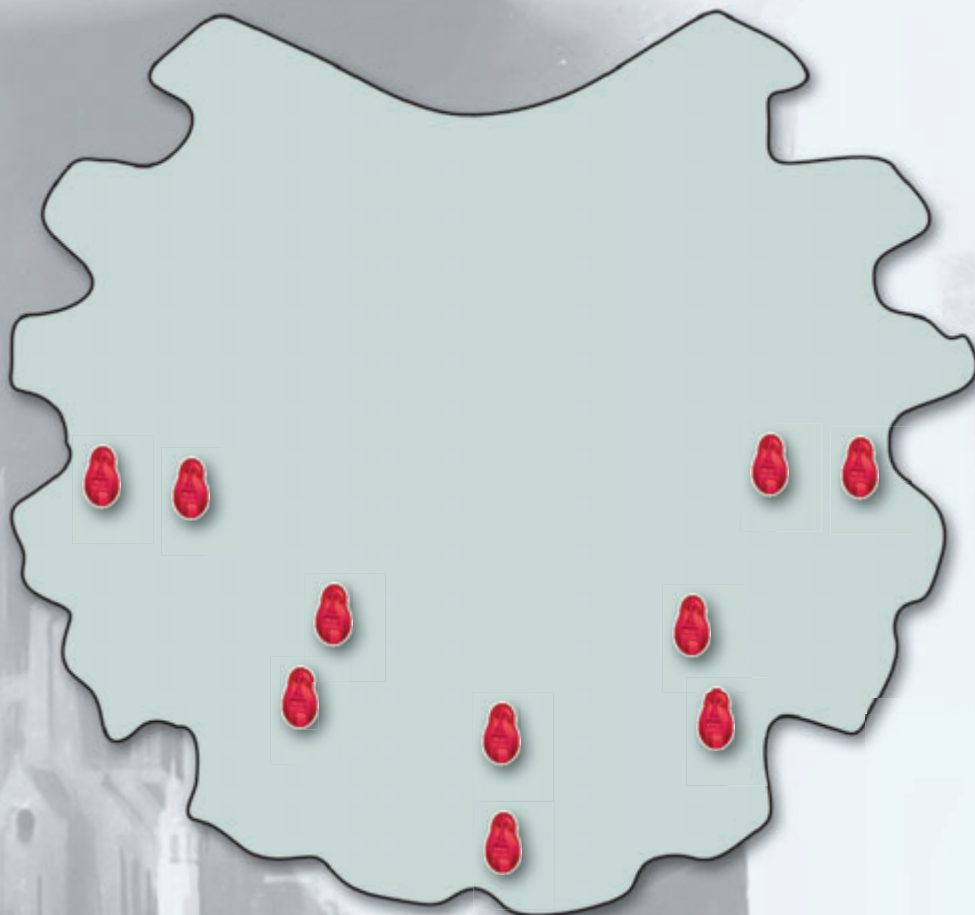
The following table displays the items available for purchase in the shop menu, available via the Power Up screen prior to a mission, or by visiting a Divinity Statue. Purchasing an item causes the price of the next purchase to increase to the amount shown in the table.

Devil Stars and Purple Orbs are not added to the shop menu until the Devil Trigger ability is obtained during Mission 06.

ITEM	1ST	2ND	3RD	4TH	5TH	6TH	7TH& UP
Vital Star S	1,000	1,500	2,000	2,500	3,000	4,000	5,000
Vital Star M	2,000	3,000	4,000	5,000	6,000	8,000	10,000
Vital Star L	3,500	5,000	7,500	13,500	20,000	20,000	20,000
Devil Star S	2,000	2,800	4,300	7,800	15,000	15,000	15,000
Devil Star L	3,500	5,000	7,500	13,500	20,000	20,000	20,000
Holy Water	10,000	15,000	20,000	20,000	20,000	20,000	20,000
Blue Orb	3,000	5,000	10,000	15,000	30,000	50,000	50,000
Purple Orb	2,500	4,500	8,000	13,000	20,000	30,000	50,000
Gold Orb	10,000	15,000	20,000	20,000	20,000	20,000	20,000

Mission 01: Birds of a Feather

OPERA HOUSE



MAN IN RED

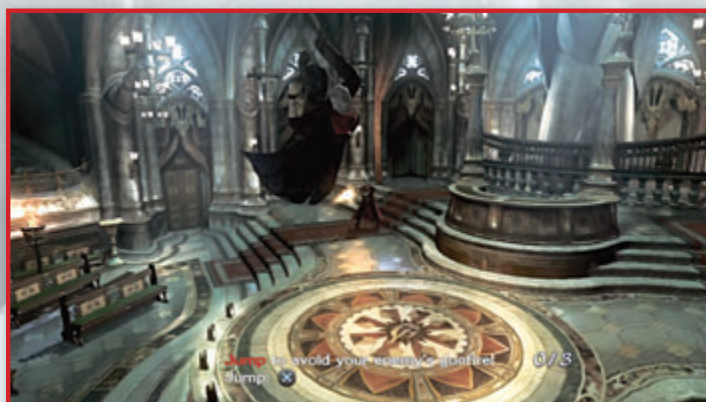
The Man in Red storms the scene, interrupting services in the Order's opera house. Only Nero, with his unique abilities, stands a chance of driving the intruder away.

To prove yourself a worthy Devil Hunter, the game requires you to master several combat and evasion techniques before the true battle against the Man in Red begins. These exercises also help you memorize the complex button combinations needed to evade attacks or launch a foe skyward. Learn these actions well to defeat the game.



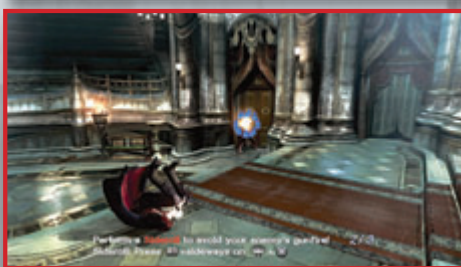
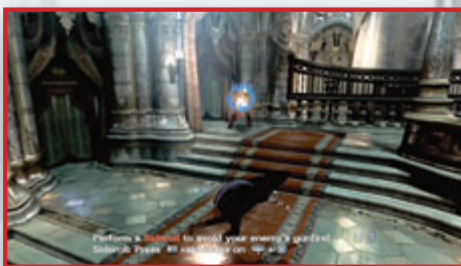


The first requirement is to perform five gun attacks against the Man in Red. Press the gun button repeatedly to fire. Keep striking the Man in Red with bullets until the counter at the bottom of the screen reaches five.



Once you've shot him five times, you must avoid the Man in Red's attacks three times by using the jump button. The Man in Red produces his twin guns and begins shooting in an arc, from left to right. Jump to the left, over his line of fire, to avoid his attack. After the Man in Red sweeps the area, he aims directly at Nero and unleashes a barrage of bullets. Avoid this attack by jumping behind cover, such as one of the columns along the side of the room or the central pulpit.

After hopping around like a frog to dodge bullets, now you must avoid the Man in Red's attacks three times by side rolling. To side roll while standing on the ground, hold the lock-on button, move left or right, then press the jump button to roll. Meanwhile, the Man in Red typically stands at one side of the room, performs a flip jump, then begins firing at the ground, gradually raising his aim toward Nero. Dodge this attack three times using side rolls.



Tip



WHILE FIGHTING THE MAN IN RED, SMASH THE BENCHES IN THE LOWER AREA TO OBTAIN HIDDEN RED ORBS. THE BENCHES REAPPEAR WHEN THE TRUE FACE-OFF BETWEEN THE MAN IN

RED AND PERO BEGINS. COLLECTING HIDDEN RED ORBS IMPROVES YOUR MISSION RANKING AND ALLOWS YOU TO PURCHASE ITEMS BETWEEN MISSIONS OR WHILE VISITING A DIVINITY STATUE.

Tip

BOSSSES ENCOUNTERED LATER IN THE GAME USE ATTACKS THAT CAN ONLY BE DODGED USING A WELL-TIMED SIDE ROLL. MAKE THIS ACTION A FREQUENT PART OF YOUR COMBO REPERTOIRE!



Determining that firearms are no way to face an inhuman opponent, Nero finally decides to use his sword, Red Queen. The new objective is to perform Red Queen Combo A three times. The Man in Red charges Nero and attacks. Use a side roll to avoid his attack, then immediately counter from his side. Press the melee attack button four times to perform Red Queen Combo A. Use melee attack combos against the Man in Red three times to continue.





Afterward, knock the Man in Red into the air three times using a High Roller attack. The Man in Red allows you to move in close. While holding the lock-on button, move away from the Man in Red and press the melee attack button to bash him skyward.



After a startling revelation of his true nature, Nero acquires the ability to use his Devil Bringer arm. Move next to the Man in Red and press the Devil Bringer button to seize him and smack him to the ground. The

Man in Red sometimes, but rarely, attempts a counterattack during this phase. Give him some room between each Devil Bringer attack to see what he will do before moving in to smash him again.

When you've completed all the aforementioned tests, you have finally proven that Nero is worthy. At long last, the real battle begins! The Man in Red's health meter is displayed across the bottom of the screen. Deplete this meter completely to win the battle. Attempting to shoot the Man in Red ends in stalemate, with his bullets colliding with yours in midair. The key is to approach within melee range, evade the Man in Red's attacks by rolling to his side if needed, and then counterattack. Using the Devil Bringer inflicts the most damage on him, but allows him a better chance of leaping away than using the Red Queen. He also can negate the attack sometimes. Still, use the Devil Bringer against the Man in Red as often as possible to shorten the battle.

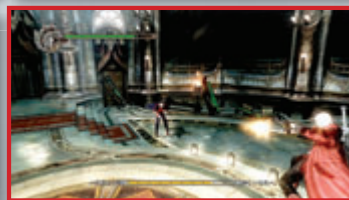
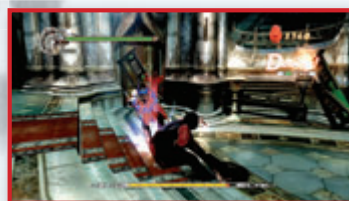


If your swords collide in midair, immediately press melee attack again to slash him up with a combo before he recovers. Occasionally, the Man in Red leaps to the far side of the room and unleashes a barrage of bullets. If you are too far away from him, seek cover behind the pulpit or in a side nook. However, if you can, try to rush him before he shoots. His preparation for the gun attack leaves him vulnerable, especially to a Devil Bringer attack.



If the Man in Red manages to negate your Devil Bringer attack, a flurry battle ensues where Nero and the Man in Red clash weapons in a lightning-fast blur of movement. During the flurry battle, tap the Devil Bringer button rapidly to gain the upper hand. If you quickly tap the buttons enough times, Nero wins out and inflicts major damage on the Man in Red.

HERO VS. HERO? WHAT'S HAPPENING?



Mission 02: La Porte De L'Enfer

CASTLE TOWN OF FORTUNA



Map Key



Hidden Red Orbs

Blue Orb Fragment



Gold Orbs

Evil Legacy

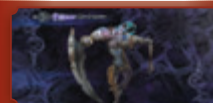


Recommended Skills

Before the mission, purchase the following skills from the Power Up menu:

- **Streak:** Press lock-on + forward + melee attack to slide across the ground and scatter foes with a powerful attack.
- **Charge Shot:** Increases the power of shots fired with the Blue Rose. Press and hold the Gun button until Nero's gauntlet glows, then release to fire.

Enemies Encountered



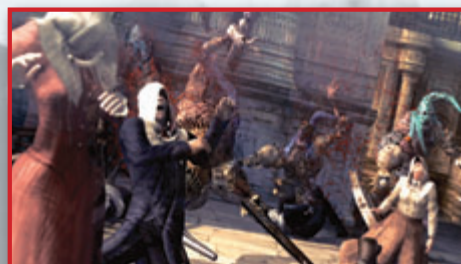
Scarecrow (Arm): Appearing in large numbers, they attack from all sides. Make them airborne with High Roller, then slash them up midair to avoid vulnerability.



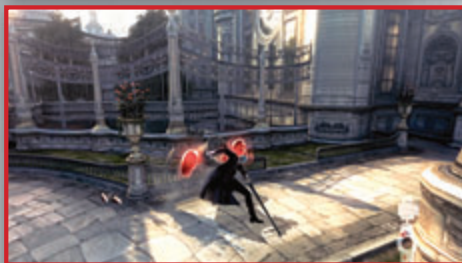
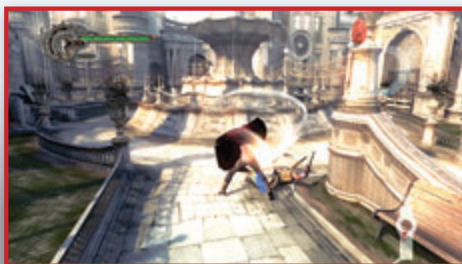
Scarecrow (Leg): These hopping monsters also try to swarm the hero. Battle them in the air to avoid damage while fighting and to rack up a high Stylish level.

A: OPERA HOUSE PLAZA

Nero and his friends witness the horrible events as bug-infested patchwork demons, nicknamed Scarecrows, invade the Castle Town of Fortuna. Although these revenants slay many townspeople with heartless efficiency, Nero easily routs the majority of them.



After the scene, dispatch the few Scarecrows remaining in the area. Smash the benches and fancy garbage receptacles in the square to reveal hidden Red Orbs. Collect the freestanding Red Orb in the corner, and go through the door beyond.



B: STOREHOUSE



Smash the barrels and crates in the room to obtain more hidden orbs. Ascend the small stairs near the wall, and perform a Kick Jump to reach the niche where a Gold Orb stands. A Gold Orb allows Nero to immediately revive one time with full health when he is defeated. If you die with a Gold Orb on hand, continue by choosing the option to use the item.



Use jumps to ascend the broken staircase, defeat all the Scarecrows in the upper room, and smash all the crates, barrels, and shelves to obtain orbs before proceeding.

Tip

EXECUTE A KICK JUMP BY JUMPING TOWARD A WALL. THEN PRESS THE JUMP BUTTON AGAIN. PERO PERCHES ON THE WALL FOR A SPLIT SECOND BEFORE JUMPING HIGHER, ALLOWING HIM TO REACH GREATER HEIGHTS.

C: CATHEDRAL



Descend to the lowest level of the room and examine the glowing column to obtain the Evil Legacy. Possessing this item bestows the Devil Bringer with the Hell Bound ability. Nero can now seize enemies at medium range and pull them closer, even in midair. He can also lock on to floating blue lamps, called Grim Grips, and use them to propel himself through the air. To use Hell Bound for either purpose, hold the lock-on button and press the Devil Bringer button. Hell Bound also can be triggered in midair to grab suspended objects or to yank enemies off their feet.



Afterward, stand on the blue plate, called a Continuum Plate, on the mid-level. Hold the lock-on button to target the Grim Grip near the Cathedral's upper level, then use the Devil Bringer to fly up to the top level of the room. Perform another Hell Bound to cross the next gap. Smash all the benches on the upper level to obtain hidden orbs before proceeding.

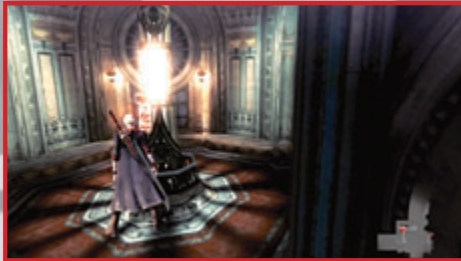
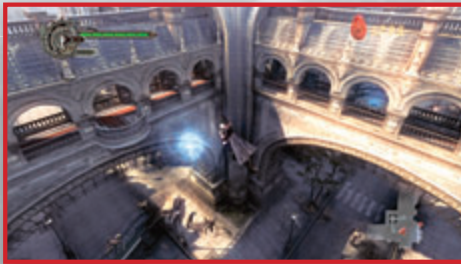
NOTE



A Red Orb floats across a small gap near the exit. To reach it, stand at the edge of the gap, face the Orb, and use Snatch to collect the Red Orb.

D: TERRACE/ BUSINESS DISTRICT

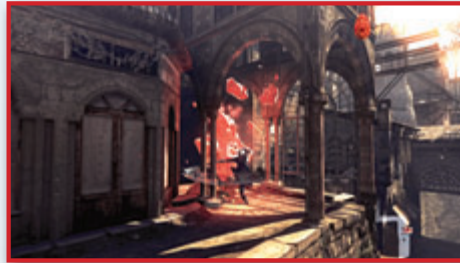
Move to the far end of the balcony and stand on the Continuum Plate. Use the Devil Bringer to grapple the Grim Grip and glide high above the chaos in the street below. At the next corner, examine the parchment covered with bloody writing tacked to the column to uncover the first secret mission.



The objective of Secret Mission 01 is to kill all enemies before your time expires. The easiest way is to go counterclockwise around the circle, using the Devil Bringer repeatedly to slay enemies as quickly as possible. After you defeat all the enemies, a Blue Orb Fragment appears. Quickly collect it before time expires to clear the mission. Refer to the next portion of the guide, **Secret Missions**, to learn how to complete these side challenges according to their criteria.

After the Secret Mission, continue moving from one Continuum Plate to the next, and grapple the Grim Grips between areas to reach the northern patio and the exit.

E: RESIDENTIAL DISTRICT



Destroy all the objects at the bottom of the first stairway to obtain hidden orbs. Strike the glowing red crystal repeatedly to release tons of Red Orbs before the crystal shatters.

Follow the path of small Red Orbs across the rooftops. Then jump into a niche to the left to find a Blue Orb Fragment. Collect four of these to assemble a Blue Orb and extend Nero's health gauge by one block.



F: PORT CAERVULA



Follow the tunnel to the exterior pier area, and jump up the wall to Nero's left to find a floating Red Orb hidden above.

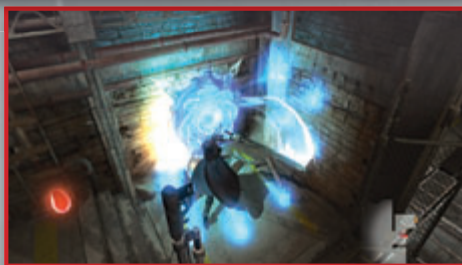
The drawbridge to the north is raised, and Nero must find a way to lower it and resume pursuing the Man in Red. Use the Devil Bringer to leap to the west pier, and enter the Customs House.



G: CUSTOMS HOUSE



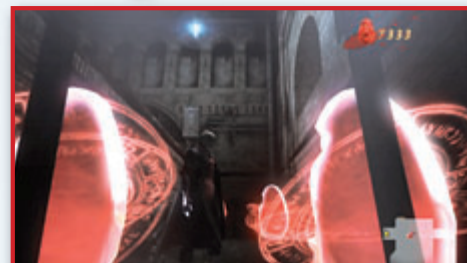
Clear the room of enemies, then strike the blue dial in the corner repeatedly to shatter the seal on the platform above. Jump up to the top of the area and go through the door.



Examine the drawbridge control panel on the enclosed balcony outside. After a little "convincing," the drawbridge finally lowers. Return to the port, fight newly appearing enemies, and head for the north exit.

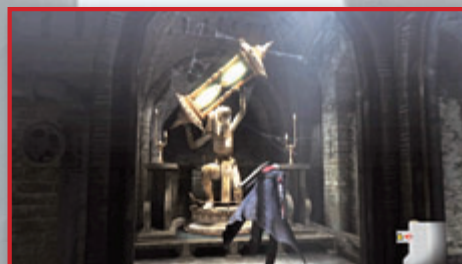
H: FIRST MINING AREA

Drop into the aqueduct to collect a rash of freestanding Red Orbs. Then jump up from the platform and use the floating lanterns to reach the top.



Strike the goddess statue repeatedly with the Red Queen and Devil Bringer to raise your combo level. When the combo level reaches "Brutal!" the statue finally shatters and yields a Blue Orb Fragment and

several dozen Red Orbs. Increase your combo level by mixing melee attacks. Perform a High Roller, then an Aerial Combo, a Red Queen Combo, then use the Devil Bringer, and so forth. Keep attacking the statue with varied combos until it shatters, yielding orb prizes.

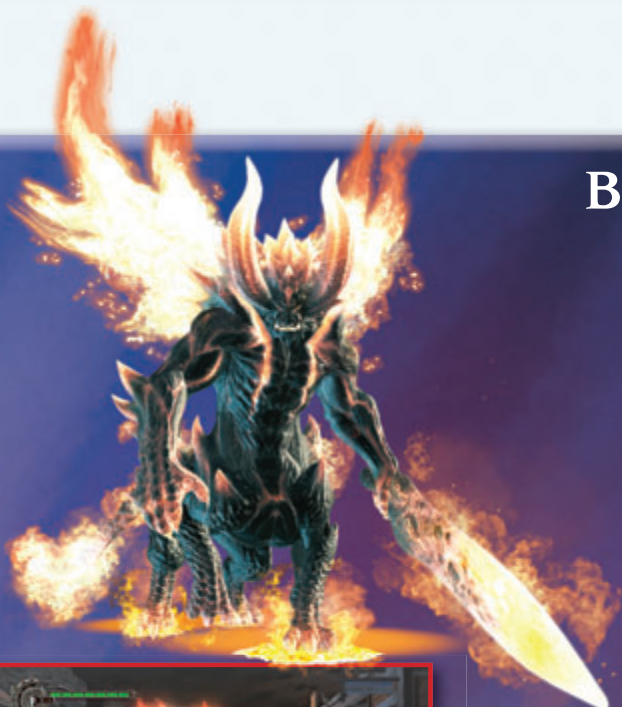


Use the Divinity Statue in the alcove to purchase new skills and items by spending accumulated Red Orbs. Stock up on Vital Stars, and try to buy a Blue Orb before continuing.

I: FERRUM HILLS



Proceed up the stairs to the ghost town area. A massive demon emerges from a Hell monolith. Although the creature is perfectly happy to ignore Nero, the Devil Hunter is not having it!



BERIAL

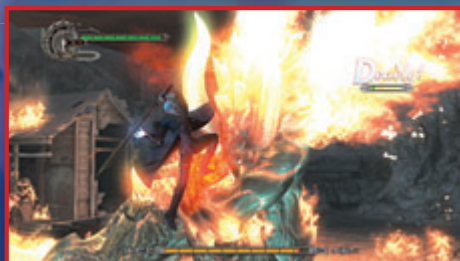


Tip

When Berial smashes one of the buildings, dozens of tiny Green Orbs appear. Collect them all quickly to maintain maximum health throughout the battle. Even if you do not need health, collecting them raises your Red Orb count!



To defeat Berial, simply circle him in a wide path and shoot him continuously.



Time consuming, isn't it? Well then, crank things up by leaping toward Berial's head. Lock on and use the Devil Bringer to zip over to the boss's horns. While airborne, execute a full combo



When less than half of his health remains, Berial occasionally flings a fireball into the ground. Take this as warning, because a fire geyser will momentarily pop up from beneath Nero. Avoid this attack easily by moving continuously, jumping, or side rolling.

with the Red Queen. Berial attempts to swat Nero away like a bothersome fly. However, you can avoid his defensive blows by simply stopping your combo and dropping to earth as soon as Berial moves to attack.

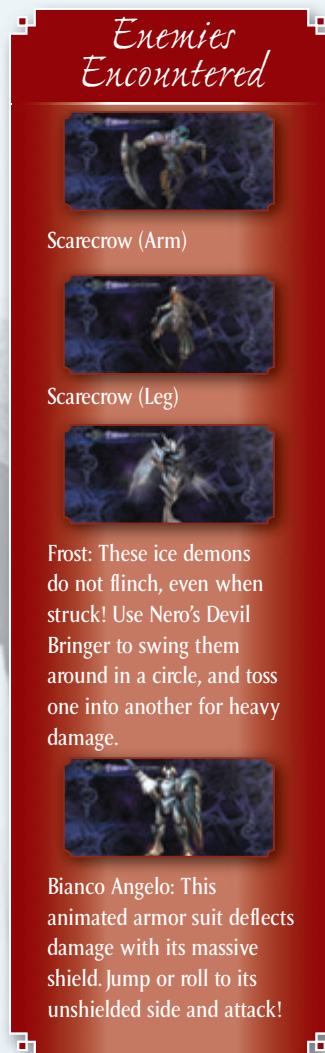
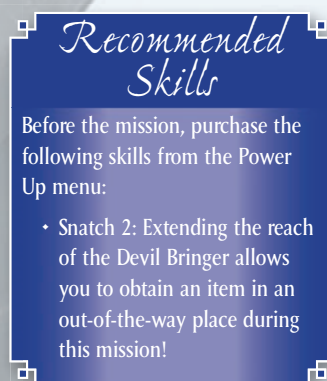
After his head is attacked several times, Berial suddenly screams in anguish as his flames go out. Quickly drop to the ground in front of him and strike him with the Devil Bringer to toss him like garbage. After taking the hit, Berial rises and reignites himself by emitting a powerful blast. Reduce damage from this attack by moving several yards away, and jump before the shock wave hits Nero. Repeat this strategy until Berial is defeated.



After Berial is defeated, collect the orbs he drops and head up the unsealed stairwell shaft. Proceed into the tunnel to complete the mission.

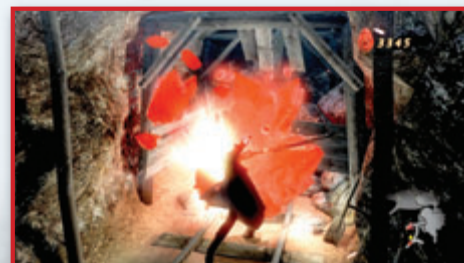
Mission 03: The White Wing

LAMINA PEAK



A: SECOND MINING AREA

When you reach the first intersection of the tunnel, head toward the right to dispatch enemies. Smash through the wooden planks on the left to reveal a Red Orb crystal. Strike the crystal repeatedly to amass several hundred Red Orbs.





Jump onto the raised wooden tower in the shaft area. Then use the Devil Bringer repeatedly to fly from one Grim Grip to the next, so that Nero is essentially grappling upward. Hold the lock-on button as you fly between Grim Grips, and Nero automatically targets the next grapple point. Avoid pressing the Devil Bringer button too quickly or too late, or you may fly too short a distance or in the wrong direction.



Reaching a platform that leads into a cave with mine cart rails is easy. The next part is not so simple. Notice the two wooden platforms off to the left? Jump over to them, then up to a third platform that changes the camera angle. This allows you to see two more Grim Grips overhead.

If you powered up the Snatch ability to level 2 before the mission, you should be able to stand at the edge of the platform and reach the first Grim Grip. Grapple the next Grim Grip, and Nero flies toward a vertical wall. Perform a Kick Jump off the wall. At the exact top of your rise, use the Devil Bringer to snatch a Grim Grip high overhead. Then quickly snatch the next two grips. If your timing is quick enough, you should land on a platform with a Blue Orb Fragment!



Defeat a group of enemies in the mine cart area, then jump into the next tunnel and head left to find a Vital Star S. This item replenishes a small amount of health when used from the menu. Continue following the tunnel, smash through wooden planks, and head outside into the harsh winter snow.



B: FORTUNA CASTLE GATE



Ascend the snow-swept mountain path, smashing thin columns along the way to obtain hidden Red Orbs. A large Red Orb sits atop a high ledge in the first nook on Nero's left.





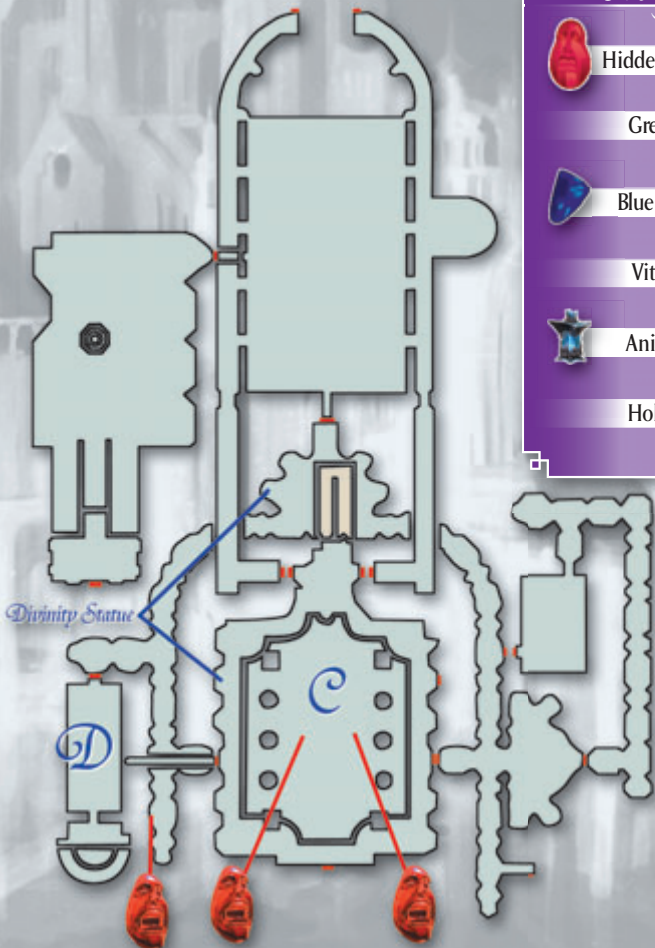
Continue following the icy path until it dead-ends at the edge of a fallen bridge overlooking the castle. The platform collapses, dropping Nero to the ground below. Frost demons appear and attack, but Nero is well prepared. Move within close range, grab one by the tail with the Devil Bringer, and tap the Devil Bringer button repeatedly to swing the creature around. Use the move control while swinging the Frost to face the

other Frost. When Nero releases the Frost's tail, it collides into the other creature, damaging both!

Tip

When approaching the bridge to the castle, jump atop two of the columns in the clearing as noted on the map above to obtain hidden Red Orbs.

Fortuna Castle 1st Floor



Fortuna Castle 2nd Floor

Map Key

Hidden Red Orbs

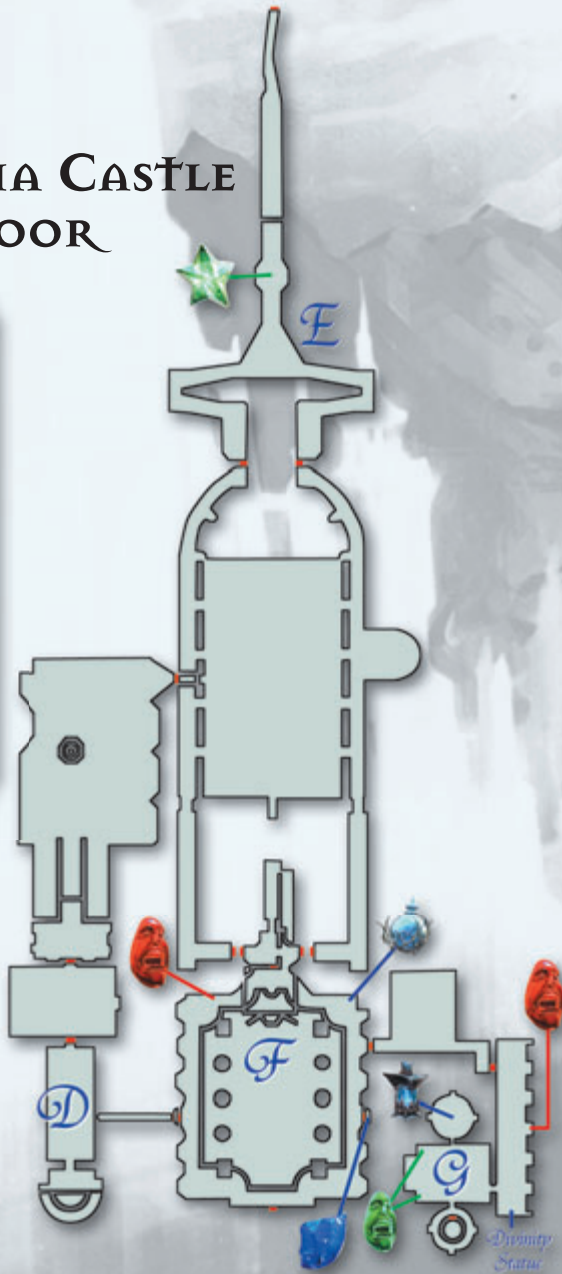
Green Orbs

Blue Orb Fragment

Vital Star S

Anima Mercury

Holy Water



C: GRAND HALL



Smash all the chairs on the lower level to release hidden Red Orbs. Head through the west door. Proceed through the Large Hall surrounding the Grand Hall to the Torture Chamber.

NOTE



At the southwest end of the Large Hall corridor is a large barrier with blue runes that cannot be broken. High on the wall next to the barrier is a tall glass

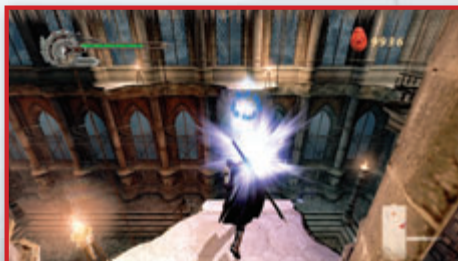
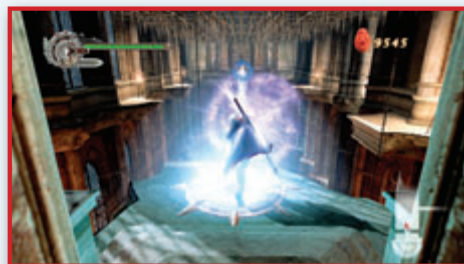
mirror. Jump up and perform aerial combos to smash the mirror, revealing a hidden niche with two massive Red Orbs!

D: TORTURE CHAMBER



Nero is sealed inside the room with a dozen Scarecrows. Defeat them all to unseal the archway. Use the Snatch ability to yank Scarecrows out of the crowd, then drive them into the air with High Roller in order to chop them up without fear of ambush by other enemies.

Proceed through the archway at the far end of the room and up the circular stairs to the top. Use the Devil Bringer to grapple across to the far side of the room.



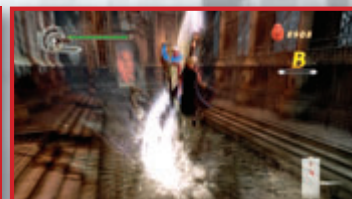
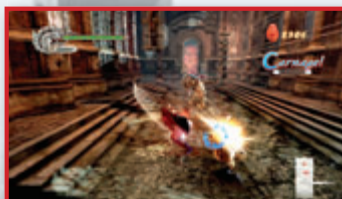
Glide from platform to platform using the Devil Bringer and the Grim Grips hovering in the room. If he falls and drops to the room below, he must defeat another dozen Scarecrows to have another chance. Glide

to the first platform, then watch the moving lamp on the far side of the chasm. Wait until the moving lamp is moving toward its stopping point in a direct line between Nero and the opposing balcony section. Then quickly jump from lamp to lamp to the opposite side.



Continue leaping across the Torture Chamber from platform to platform until the exit corridor is in sight. Wait until the moving lantern is almost at its stopping point in line, then zip between the three lamps to the end.

YOU WANT TORTURE? GET READY!



E: FORIS FALLS



Proceed through the upper Grand Hall and the Central Courtyard to this rear, exterior balcony. Jump onto the top of the column on the lowest platform overlooking the falls. Then jump up to snatch a Vital Star S out of the air above the column.

NOTE

The Stylish Statue in this area glows red, indicating that Nero cannot strike it to receive a Blue Orb Fragment. That honor belongs to another Devil Hunter....

F: UPPER GRAND HALL



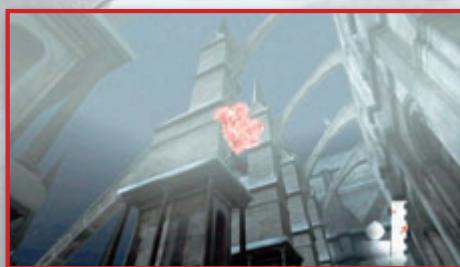
Strike the blue artifact in the corner of the upper Grand Hall to deactivate the shields that section off the balcony. Go through the nearby door to the east.

NOTE

To obtain the orbs and items on the uppermost ledges to the left and right of His Holiness Sanctus's portrait, Kick Jump as high as possible, then snatch the item using the Hell Bound ability.



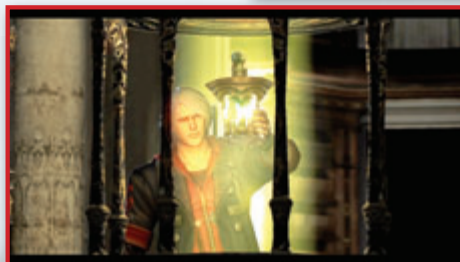
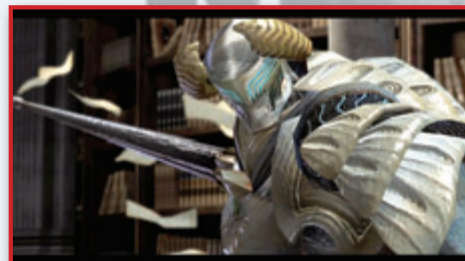
G: LIBRARY



In the exterior passage between the library entrance and the room full of books, move to the third column on the left. Kick Jump upward to land on the small ledge on the column. Move to the very edge of the platform,

then jump again to land on the next ledge up. Stand there for a second to reveal hidden Red Orbs!

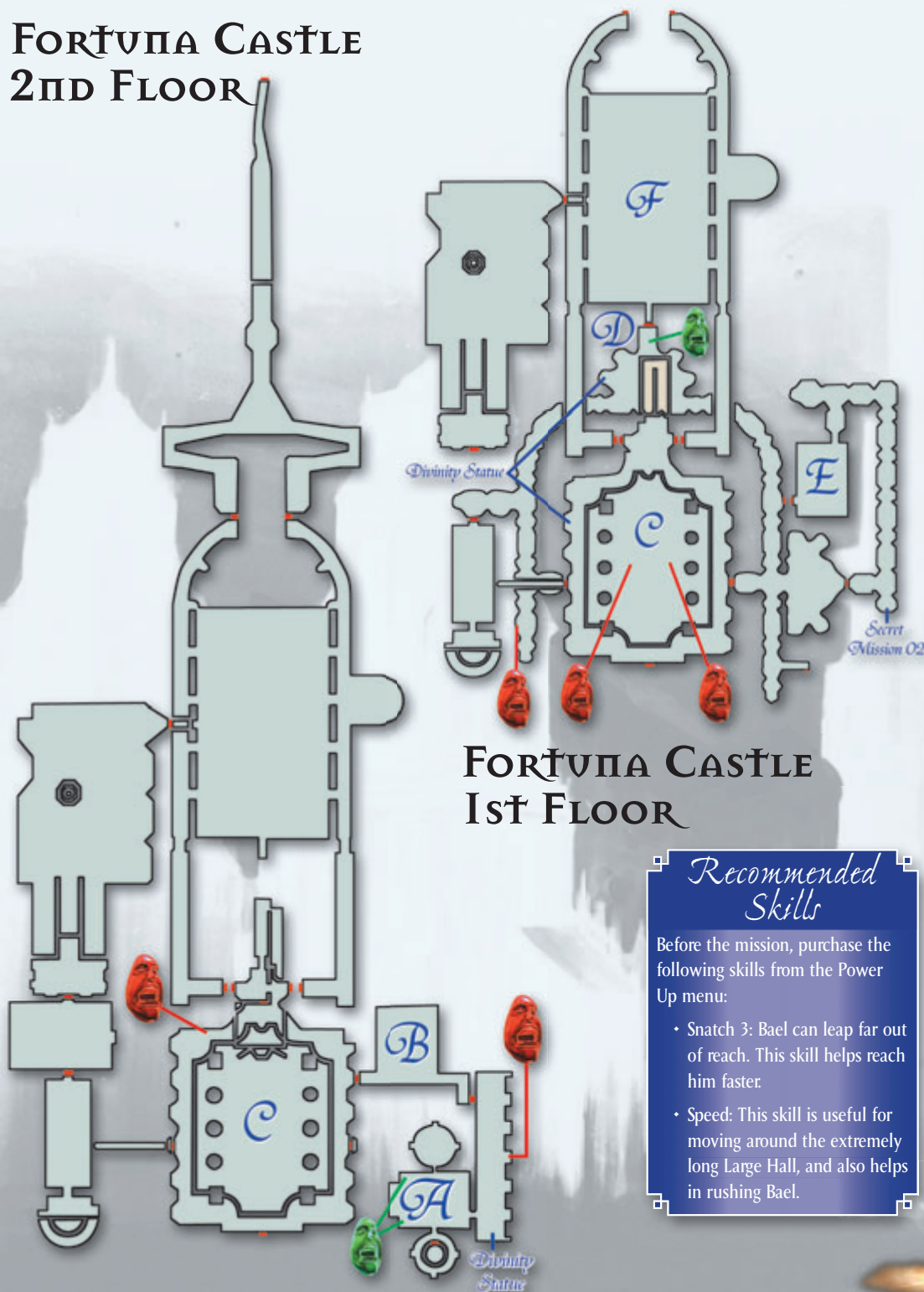
Continue through the Gallery and the exterior corridor to the Library room. Inside, Nero encounters a Bianco Angelo. Avoid its attacks and side roll to its unshielded side to attack. After destroying its shield, use the Devil Bringer to seize its lance and impale the Bianco Angelo on its own weapon for a power-draining attack.



After defeating all of the Bianco Angelos in the room, step into the next chamber and examine the glowing yellow column to obtain the Anima Mercury. Mission complete!

Mission 04: Cold Blooded

FORTUNA CASTLE 2ND FLOOR



FORTUNA CASTLE 1ST FLOOR

Map Key

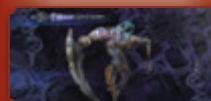


Hidden Red Orbs

Green Orbs



Enemies Encountered



Scarecrow (Arm)



Scarecrow (Leg)



Frost



Bianco Angelo

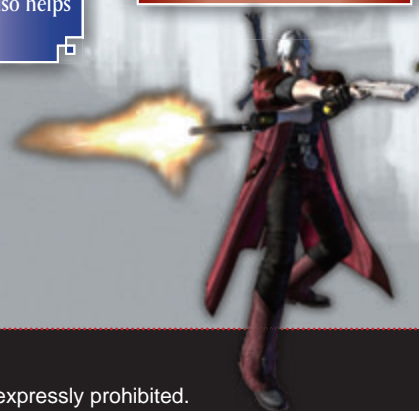


Bael: Bael is one nasty demon toady! Side Roll to avoid his attacks, strike his unique feelers, and look for opportunities to seize him by the tongue!

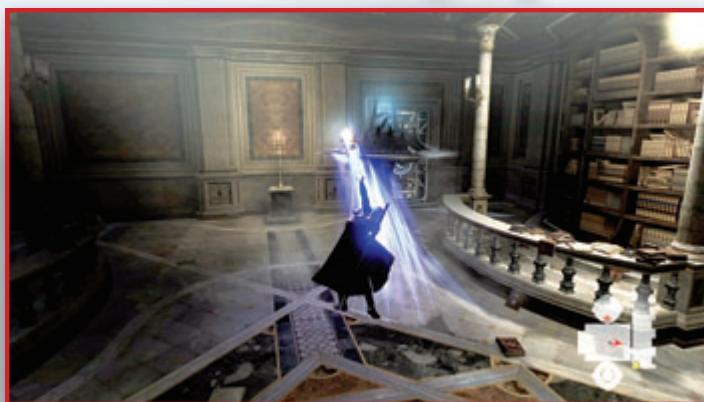
Recommended Skills

Before the mission, purchase the following skills from the Power Up menu:

- **Snatch 3:** Bael can leap far out of reach. This skill helps reach him faster.
- **Speed:** This skill is useful for moving around the extremely long Large Hall, and also helps in rushing Bael.



A: LIBRARY



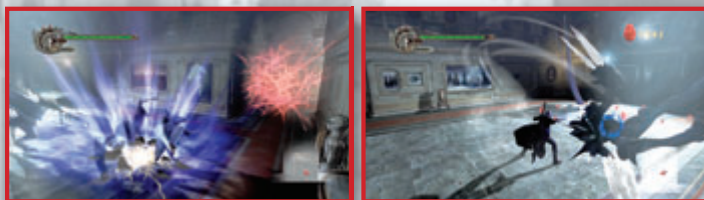
Strike the Gyro Blade with the Devil Bringer to activate it. Keep striking it to knock it toward the doorway. The Gyro Blade smashes the barrier on impact.

B: GALLERY



Use the Gyro Blade located in the Gallery to help destroy enemies. Punch the Gyro Blade with the Devil Bringer to activate it, then strike it with the Red Queen to make the blades spin around its midsection. Hit it with the Devil Bringer again to send it spinning into enemies for instant kills!

GYRO BLADE BEDLAM!



C: GRAND HALL



Jump over the railing and down to the lower level. Activate the Gyro Blade on the dais using the Devil Bringer. Knock it down one of the staircases and toward the coffin in the center of the room. The Gyro Blade destroys the coffin on contact, revealing a bounce seal. Nero cannot use it at the moment, but it is important for later. Head through the west door on the lower level into the Large Hall.

Jump over the railing and down to the lower level. Activate the Gyro Blade on the dais using the Devil Bringer. Knock it down one of the staircases and toward the coffin in the center of the room. The Gyro Blade destroys the coffin on contact, revealing a bounce seal. Nero cannot use it at the moment, but it is important for later. Head through the west door on the lower level into the Large Hall.



Tip



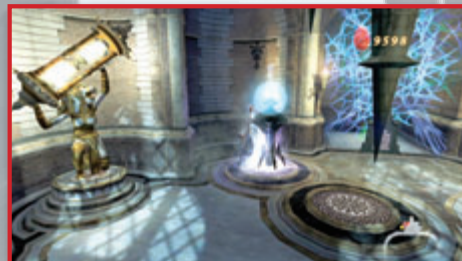
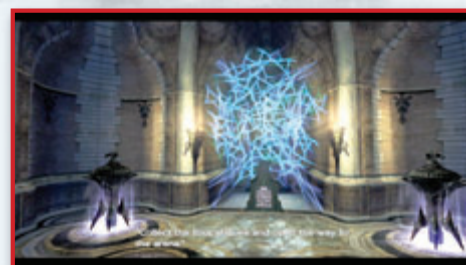
SMASH ALL THE CHAIRS AND BENCHES IN ONE SHOT BY USING THE GYRO BLADE. STRIKE IT WITH THE RED QUEEN TO SPIN THE BLADES, THEN HIT IT WITH THE DEVIL BRINGER TO SEND IT RIGHT UP THE AISLE,

DESTROYING ALL OBJECTS AT ONCE TO RELEASE THEIR ORBS.



D: LARGE HALL

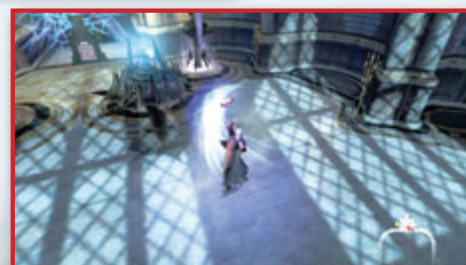
Proceed to the north end of the Large Hall to find a blue seal blocking the door to the Central Courtyard and a tablet that indicates all four Gyro Blades in the area must be present to unbar the path.



Activate one of the two Gyro Blades near this door, and punch it repeatedly to move it into the west corridor. Then strike it a few times with the Red Queen to spin its blades, and punch it again to send it flying down the passageway. Repeat this until it smashes the barrier in the southwest corner of the area, unlocking another Gyro Blade.



Enemies appear in the corridor. Spin the blades on the Gyro Blade and send it flying down the Large Hall to eradicate all of them simultaneously. One at a time, knock both Gyro Blades to the north end of the Large Hall.



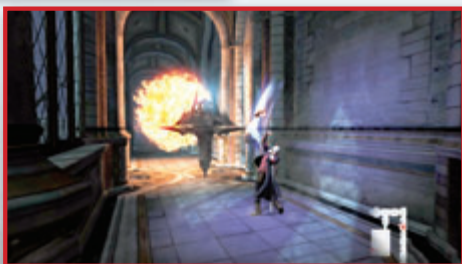
Move them each onto one of the floor pads before the sealed doorway, locking them in place. Just one more Gyro Blade is needed....

E: Dining Room



Defeat the Bianco Angelo knights appearing in the eating area. Smash the chairs and dinnerware on the table to find hidden orbs.

In the corridor beyond, a fireball shoots through the north-south corridor. Nero cannot avoid the fireball, and takes damage if it strikes him. Activate the Gyro Blade in the nook and knock it into the north-south corridor.



Stay behind the Gyro Blade and knock it down the passage to destroy all the fireballs it encounters. Continue knocking it down the passage until it destroys the fireball-generating mechanism.

NOTE



A demon scroll hangs on the wall behind the fireball-spouting mechanism. Examine it to engage Secret Mission 02: Alley-Oop. The purpose of this mission is to

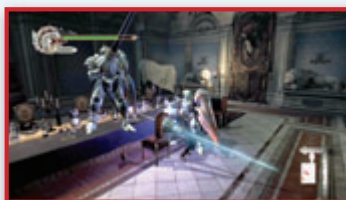
perform five midair Busters without touching the ground.

After knocking one of the foes into the air, hit him with the Devil Bringer. Quickly snatch the next-closest enemy off the ground, and smack him with another Buster. Repeat this until you've done it five consecutive times before landing.

This challenge is really hard, but it may be a little easier if you position Nero in one of the corners and let the enemies cluster around before starting.



DIPPER IS SERVED!



UNSEALING THE COURTYARD DOOR



The corridor from the Dining Room opens into the sealed area in the southeast corner of the Large Hall. Defeat the enemies that appear, then strike the blue dial until the gate rises.



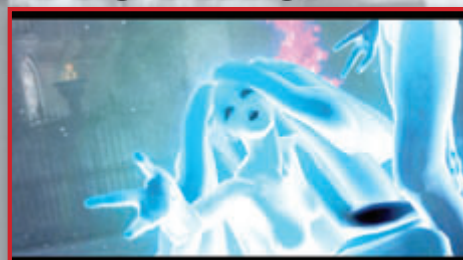
Activate the nearby Gyro Blade and knock it into the corridor. Use it to defeat the second set of enemies appearing in the passageway.

Move the Gyro Blade to the north point of the Large Hall, and slide into place on the last floor pad in front of the sealed door. Go through the north door into the Central Courtyard.



F: CENTRAL COURTYARD

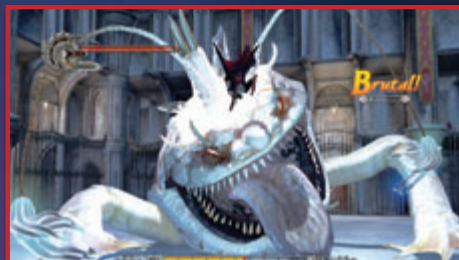
Nero encounters a couple of beautiful ice nymphs, known as Rusalkas. Enchanted by their exotic dance, he moves in for a better look. However, this is just a ruse of the repulsive Bael!



BAEL

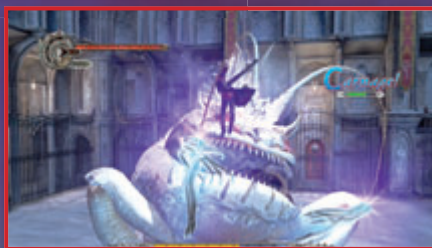


Strike the two Rusalkas until they suddenly disappear. When a pair of evil red eyes appears in the corner, prepare to jump aside as Bael rushes forward and attempts to eat Nero!



After you have struck Bael several times, the toad demon may roar and go limp. Quickly lock on to his tongue and use the Devil Bringer. Press the button repeatedly to energize the attack.

The Rusalkas are actually attached to the feelers on Bael's head. Start the battle proper by running toward Bael's face, and use the Hell Bound ability to glide over to him. Jump up and strike the icicles on his forehead to damage him. Meanwhile, he attacks in various ways, including ice breath and hopping attacks. Use Side Rolls or jumps to avoid ice breath. When he hops, avoid damage by moving outside the range of his shadow as it spreads on the ground.



Dante goes inside Bael's mouth and rips through Bael's back!

When Bael's health drops below half, he sometimes fires a storm of icicles from his back. This attack is easily avoided by running to one side or the other. The icicles create shadows on the ground before they strike, indicating whether Nero is out of range.



As Bael's health drops to a critical level and he turns bright red, he suddenly freezes over. While he is frozen, strike the Rusalkas hanging from his head to release Red and Green Orbs. However,

stand ready to Side Roll or jump out of the way, because Bael soon thaws and performs his leaping attack. Keep striking him until the battle is won.

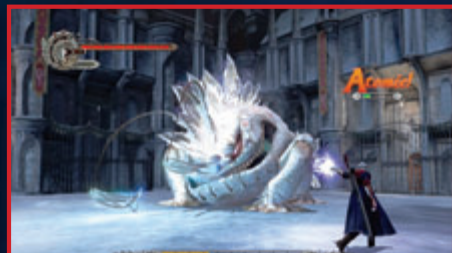
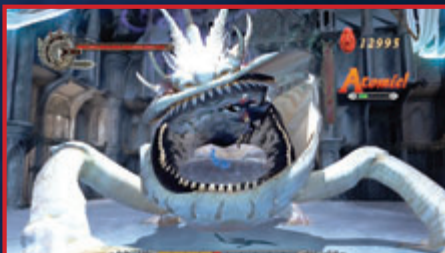
Following the battle, Nero obtains the Rusalka Corpse. The purpose of this item is revealed in the next foray. Exit through the side door to complete this mission.



Occasionally Bael leaps to one side of the courtyard and vanishes. The Rusalkas reappear and swirl toward Nero. Attack one of them until it turns black and collapses to the ground. Then seize it with the Devil Bringer to pull Bael out of hiding! Avoid allowing either nymph antenna to grasp Nero, or he becomes frozen in place and vulnerable to Bael's leaping attack.

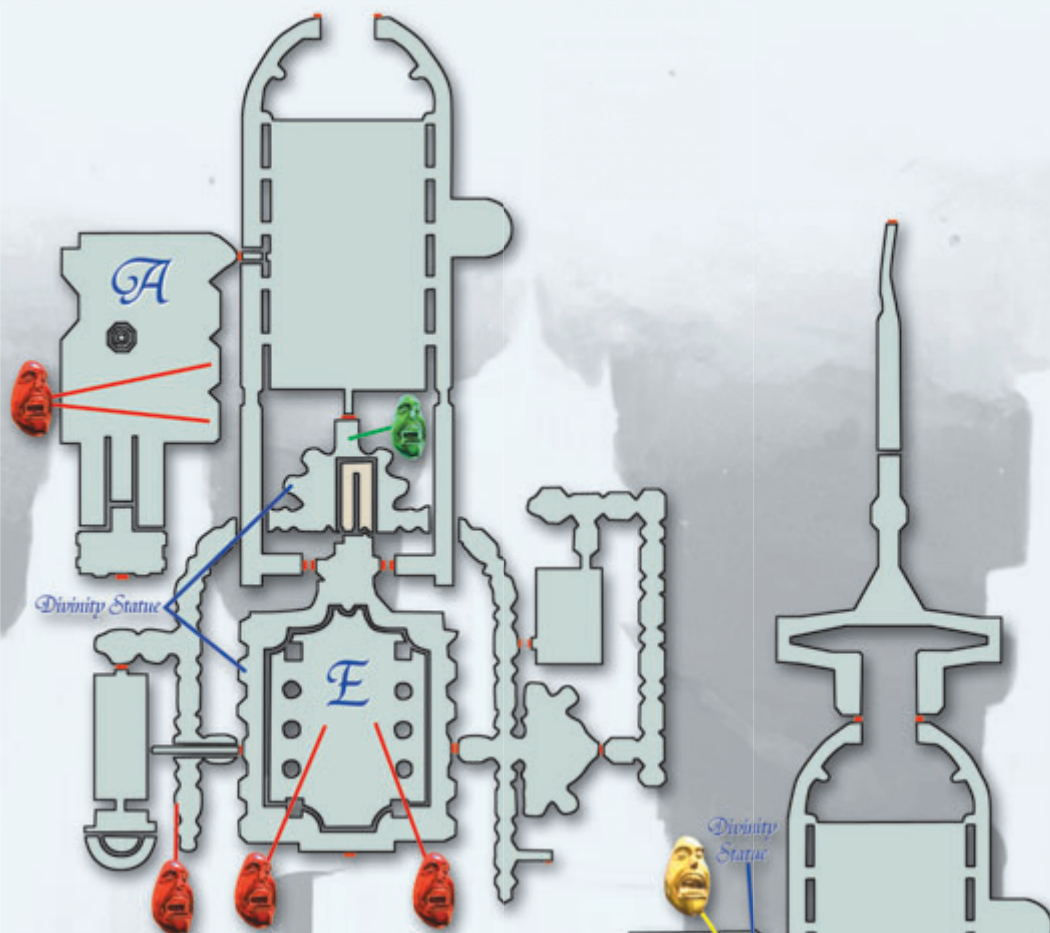


BACK TO THE POND, HORNY TOAD!



Mission 05: Trisagion

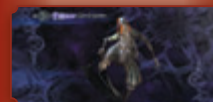
FORTUNA CASTLE 1ST FLOOR



Enemies Encountered



Scarecrow (Arm)



Scarecrow (Leg)



Frost



Bianco Angelo



Mephisto: Use Blue Rose to blast these aerial foes out of the sky. When their true form is revealed, tear them up!

Map Key



Hidden Red Orbs



Gold Orbs



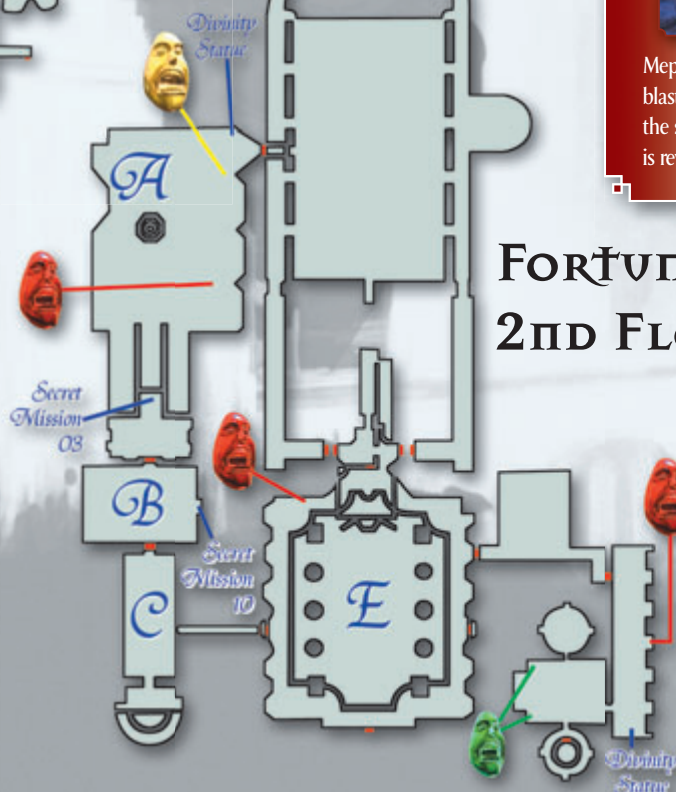
Green Orb

Recommended Skills

Before the mission, purchase the following skills from the Power Up menu:

- Charge Shot 2: Helps dispatch Mephistos more easily.
- Air Hike: Allows easier reach of high places.

FORTUNA CASTLE 2ND FLOOR

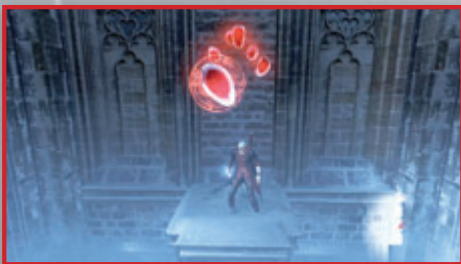


A: SOLDIER'S GRAVEYARD

Mephisto demons appear! Fire Blue Rose to soften these enemies up while avoiding their attacks. Snatch them just after their scythe attacks to drag them to the ground, revealing their true, insect-like form. Then perform a devastating chain of combos to eliminate them.



After the Mephistos are defeated, the nature of the Rusalka Corpse is revealed. Move south along the eastern wall of the area, and the Rusalka Corpse causes the Devil Bringer to glow when Nero is near a hidden item. Jump onto a couple of the rises set against the wall to reveal hidden Red Orbs.



Smash through the gates dividing the area. Destroy the tombstones, statues, and the icicles surrounding the base of the central monument to obtain orbs. Break the horse statue atop the central monument.

Jump onto the top platform of the central monument, and rotate the camera to look east. You will see a Gold Orb and a large Red Orb high up on the eastern wall. To obtain either, move to the edge of the monument's upper ledge. Then perform a Streak attack, immediately followed by an Air Hike, and then quickly use Hell Bound to snatch the item off its perch. Use the Divinity Statue in the corner to adjust Nero's skills as needed to accomplish this. A combination of Air Hike, Snatch 2, and Streak 2 does the trick, if possible with your accumulated Proud Souls.



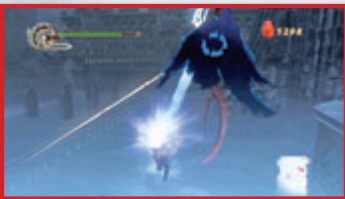
NOTE



Smash either of the gates beside the south stairs, and follow the path beside the staircase into a niche beneath the steps. Examine the demon scroll in this

area to engage Secret Mission 03: Nonviolent Resistance. This mission is more easily completed by another character later in the game, so do not bother trying it with Nero.

COME DOWN HERE AND SAY THAT TO MY FACE!



B: MASTER'S CHAMBER



Defeat the Bianco Angelos appearing in the room, and smash all the furniture to obtain hidden orbs.

NOTE



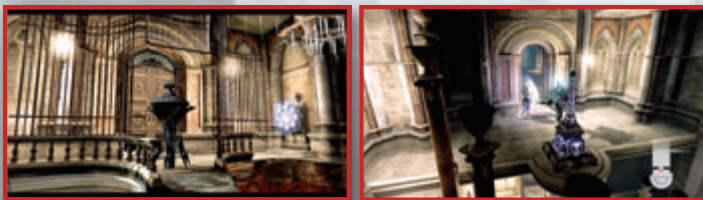
Smash the mirror over the fireplace to find a hidden niche, with a demon scroll that engages Secret Mission 10: Puppet Master. The objective is to use a single

Gyro Blade to destroy five markers within two minutes. One marker resides in the west corridor near the starting point, one to the north, one near the southeast entrance, one in the southeast corner, and one atop the steps in the gated area. The key is to lock on to the Gyro Blade and use the Hell Bound ability to draw Nero closer to it more quickly. Equipping the Speed skill also helps.

ONLY ONE MASTER HERE, LEAD FOOT!



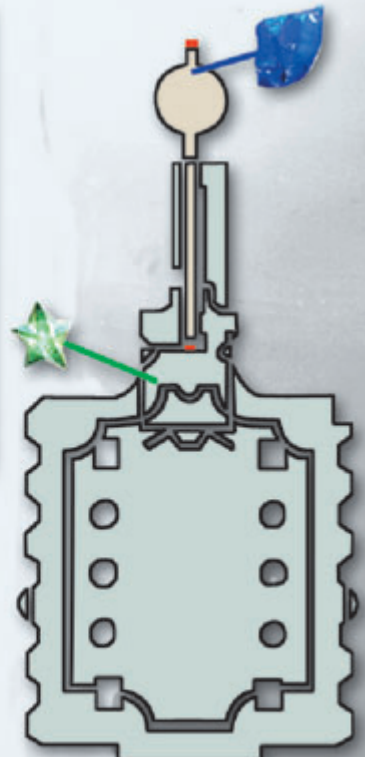
C: TORTURE CHAMBER



Strike the blue dial nearby to lower the gate and a bridge in front of the Gyro Blade. Knock the Gyro Blade across the bridge, and use it to tip the rusted statue off the ledge. Nero and the statue fall into a deep chasm.

FORTUNA CASTLE BASEMENT I

Map Key



D: SPIRAL WELL



Defeat the Mephistos. Then check the glowing red column to obtain the Wing Talisman. As immediately evident, possession of this item activates equipment such as the nearby bounce seal. Stepping on these seals

flings Nero high into the air. While gliding upward, use the movement control to reposition Nero over the next bounce seal.

Bounce twice to soar above the ledge with a red crystal. Step inside the open cell on this level to obtain hidden Red Orbs. Then drop back to the bottom of the shaft.

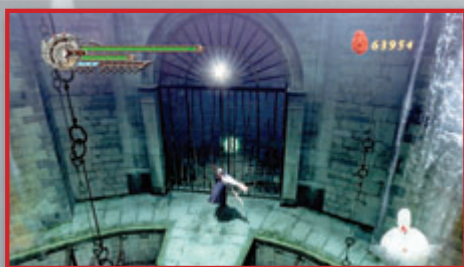


E. GRAND HALL

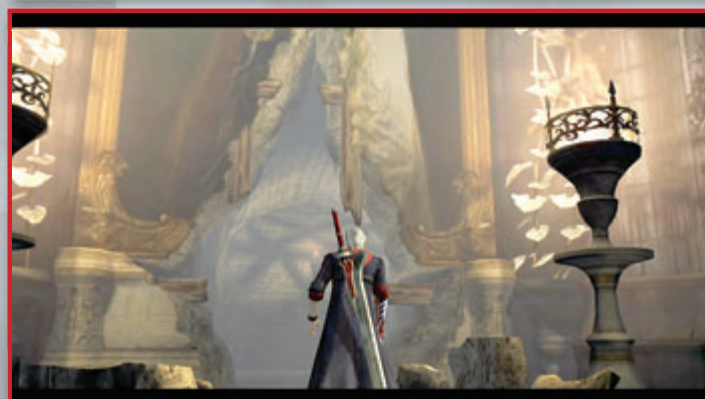
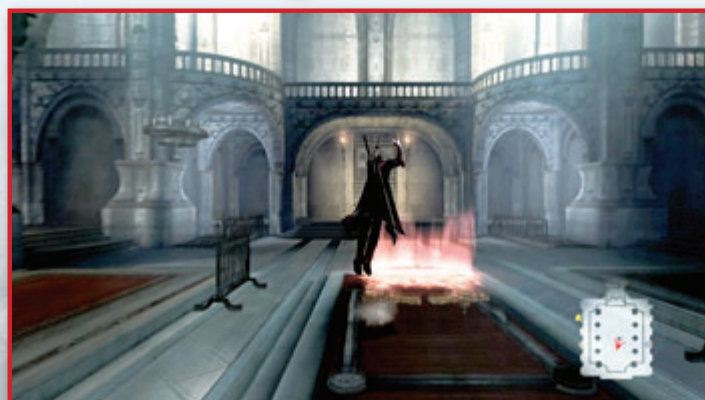


Bounce three times and land on the ledge with a blue crystal. Inside the cell on this level is a striking crystal, which you can destroy to obtain thousands of Red Orbs. Step off the ledge carefully to obtain the Holy Water floating just under the blue crystal.

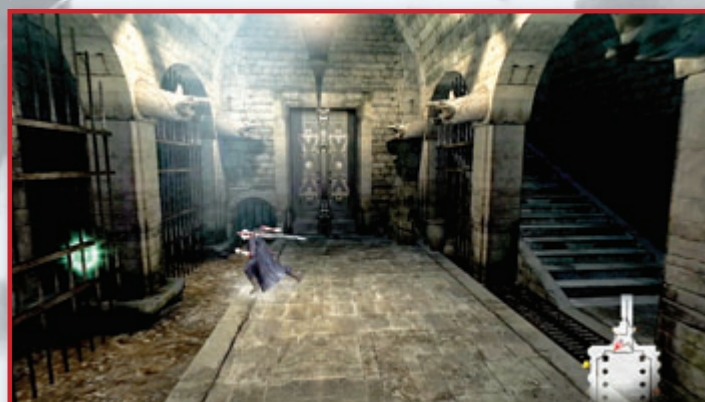
Drop to the bottom of the well again, and this time bounce up to the ledge with a yellow crystal. Use Hell Bound to reach through the cell bars on this level to obtain a Vital Star S. Then drop to the bottom, and bounce all the way up out of the well. Defeat enemies in the Torture Chamber and Large Hall while making your way back to the Grand Hall.



TRY AND PIGEONHOLE ME, WILL YA?



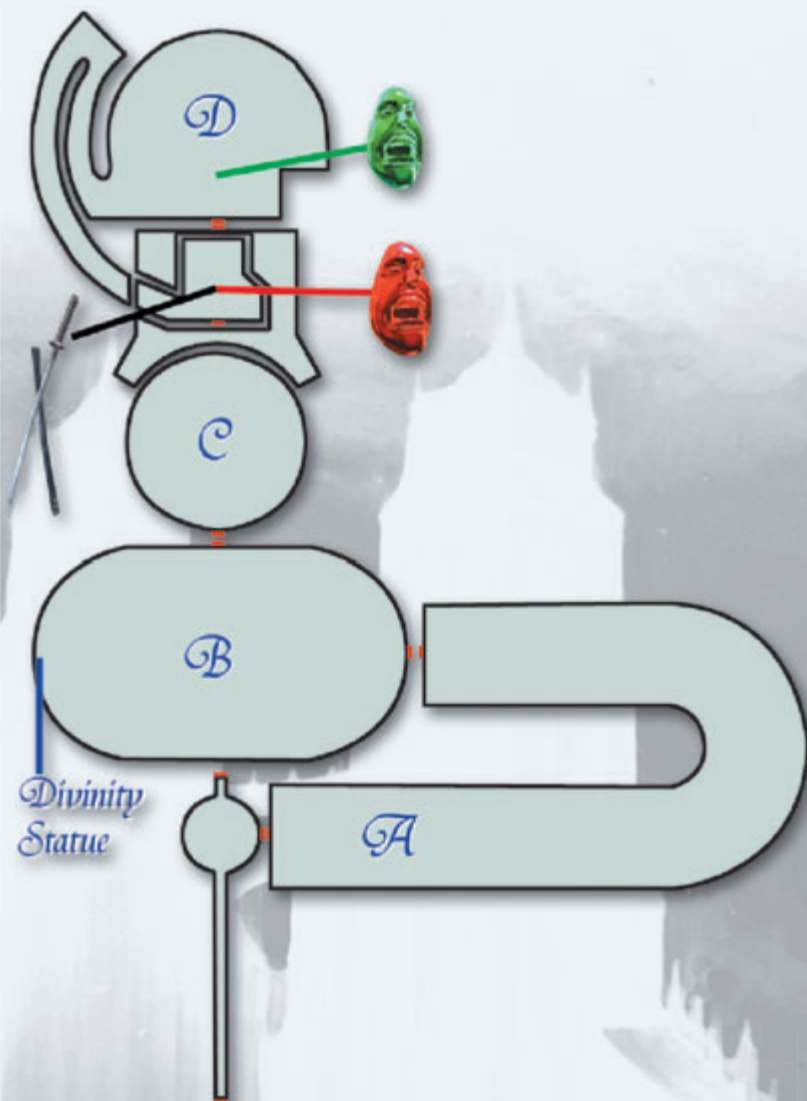
Position Nero near the doorway, and then jump on the bounce seal. Glide up and land on the chandelier high overhead. Strike the chandelier to cause it to swing down into His Holiness's portrait, revealing a hidden room behind.



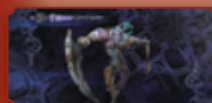
Enter the newly revealed room, head downstairs, and use Hell Bound to snatch a Vital Star S from behind the bars. Proceed through the door, and continue down the corridor of the Underground Laboratory to complete the mission.

Mission 06: Resurrection

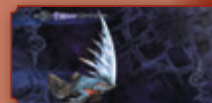
FORTUNA CASTLE BASEMENT 3



Enemies Encountered



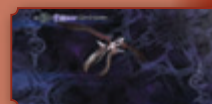
Scarecrow (Arm)



Cutlass: Shoot a Cutlass's fin to slow it down, then stun it with a slash or punch. Carve it up nicely while it flops around unconscious.



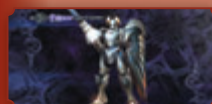
Scarecrow (Leg)



Gladius: When these sword-shaped demons stab themselves into the ground, quickly rush them and apply melee attacks. Throw them at other enemies with the Devil Bringer.



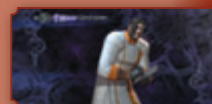
Frost



Bianco Angelo



Mephisto



Agnus: The Order's chief scientist hides behind an electric barrier. Use the Gladius demons flooding the room to shatter the partition!

A: R&D ACCESS NOTE

The map for Fortuna Castle Basement 1, where the player starts Mission 06, is located on page 76.

Map Key



Hidden Red Orbs

Green Orb



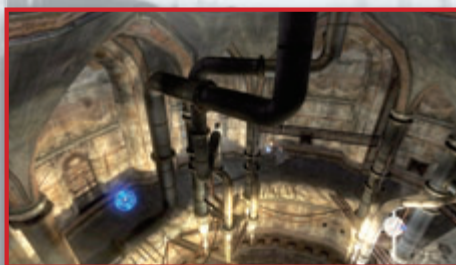
Yamato



Recommended Skills

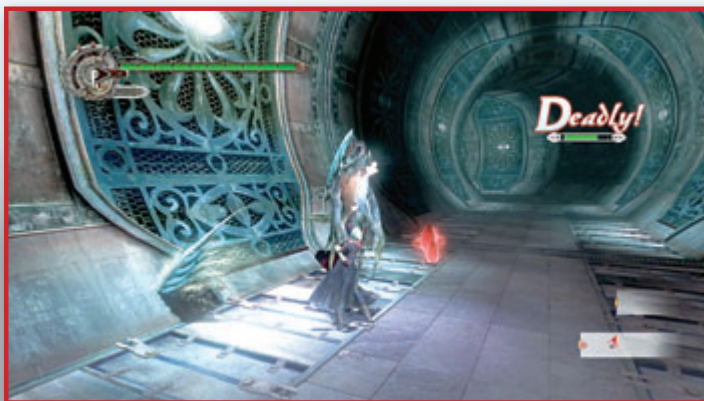
Before the mission, equip the following skills from the Power Up menu:

- **Streak 2:** Helps dispatch Cutlasses more easily. Also helps to reach a hovering item.
- **Calibur:** An extremely helpful attack against airborne Gladii.



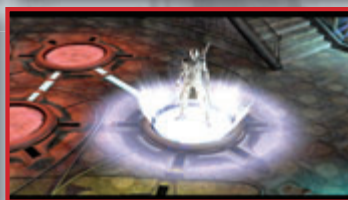
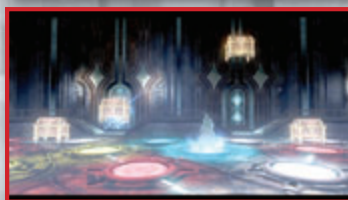
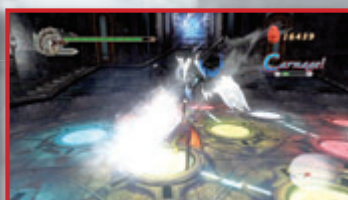
Resuming your adventure in the Underground Passage, collect the Blue Orb Fragment on the opposite side of the chasm. Drop to the bottom of the Underground Passage and proceed to the next room.

Move forward in the R&D Access tunnel until a scene commences.



Nero encounters shark-like Cutlass demons that seem to swim under the surface of the floor. Shoot the nearest Cutlass to slow it down. While rapidly shooting to hold it in place, gradually approach and then slash it with Red Queen until it flops out on the floor like a beached whale. At that point, use the Devil Bringer in your combos to inflict maximum damage.

B: GAME ROOM



This room is designed to challenge Nero with a simple diversion. The objective is to roll the giant die in the middle of the room by striking it with the Devil Bringer. Nero's "playing piece" moves the number of spaces rolled on the die. When the piece reaches the final space, the game ends and the doors become unsealed. The circle he stops on determines what happens next:

Red Circle: An enemy set appears and attacks. The enemy set appearing is determined by the space landed on.

Yellow Circle: Acting as a penalty space, landing here causes the Nero playing piece to go back to the previous yellow circle. If Nero lands on the first yellow circle, he goes back to the start.

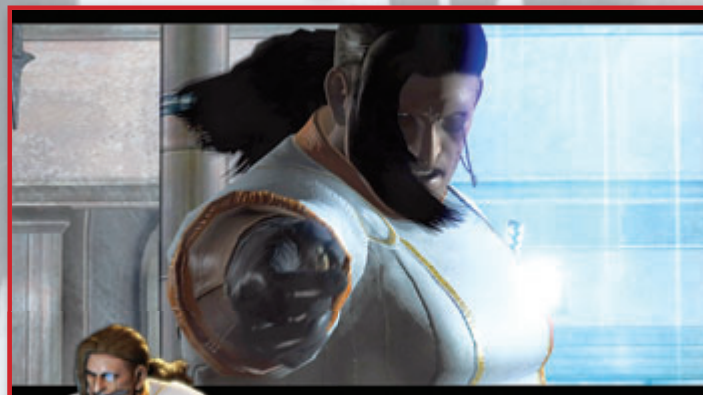
Blue Circle: The effect varies depending on how far Nero is across the game board. Landing on the first few blue circles causes Red and Green Orbs to shower from the ceiling for approximately 30 seconds. Landing on one of the later blue spaces causes five treasure chests to drop on the floor. Smash one of the chests to obtain orbs or an item. However, smashing the wrong chest causes all chests to break.

White Circle: No effect; roll again.

Tip

NOTICE HOW THE DIE IS CONTINUALLY ROLLING IN PLACE? IF YOU WATCH THE DIE CAREFULLY ENOUGH BEFORE STRIKING IT, YOU CAN ROLL THE EXACT NUMBER YOU WANT AND LAND ON A SAFE OR BENEFICIAL SPACE EVERY TIME. THE NUMBER SHOWING ON TOP WHEN PERO STRIKES THE DIE IS THE NUMBER ROLLED! THE DIE SHOWS ITS FACES IN THE FOLLOWING SEQUENCE: 1, 4, 2, 6, 3, 5. USE THIS SEQUENCE TO PREDICT WHICH NUMBER IS NEXT, AND TIME YOUR BLOWS PERFECTLY.

C: CONTAINMENT ROOM



Nero encounters the Order's stuttering and ghoulish scientist, Agnus. Before he can even make proper introductions, Agnus traps him in the containment chamber and unleashes a swarm of demons!



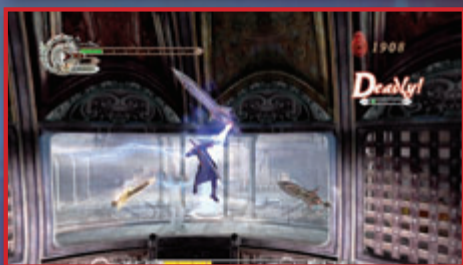
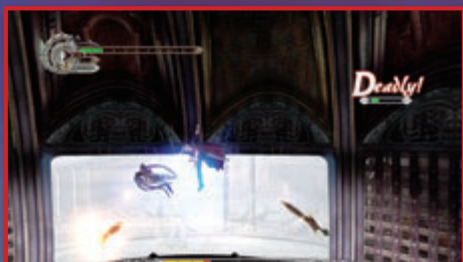
AGNUS



The objective of this battle is to destroy the electrified barrier between the circular chamber and the lab where Agnus hides. The health meter displayed across the bottom of the screen

represents the barrier's remaining durability. If Nero attempts to strike the barrier himself, he suffers damage.

The only way to damage the barrier is by grabbing one of the Gladius monsters flying around the room with the Devil Bringer. Nero automatically turns and spears the barrier with the Gladius, damaging the divider and destroying the Gladius. Nero can grab Gladii by leaping into the air while they are flying and hitting them with the Devil Bringer, or by grabbing them when they have stabbed themselves into the ground.



Stay near the middle of the room, so that Nero is always far enough from the barrier to hit it with a Gladius. If he gets too close or too far, the Gladius collides harmlessly with the floor or wall.

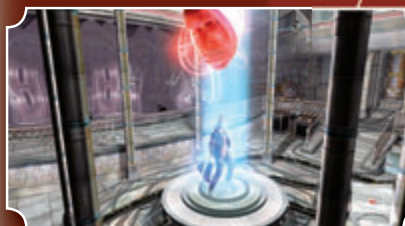
VERGIL'S HEIRLOOM



Is this the end? Has Nero fallen into Agnus's trap and made himself a slave to the Order? No. Luckily the broken demon sword named Yamato hovers just a few feet away. Claiming the sword of Dante's fallen brother, Nero repairs the blade and becomes one with it, awakening the demon within himself.

The Yamato grants Nero the ability to Devil Trigger. When the Devil Trigger gauge (now displayed below Nero's health meter) is at least three blocks full, press the Devil Trigger button to enter a hypermode state. In this mode, Nero attacks faster, with greater power with Blue Rose, and also with the Yamato in melee attacks.

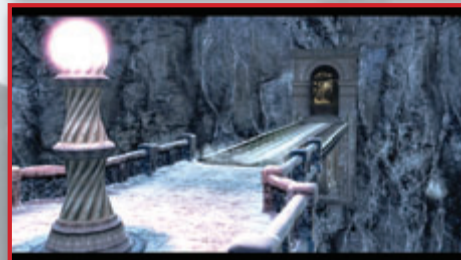
Tip



BEFORE EXITING THE NORTH DOOR OF THE CONTAINMENT ROOM, STEP ON THE GLOWING PAD WHERE YAMATO PREVIOUSLY HOVERED TO FIND A HIDDEN LARGE RED ORB!

D: FORIS FALLS

Grab the Green Orb hovering just a few feet away, and continue over to the railing. Strike the blue dial to activate it, damming the falls and extending a bridge from Fortuna Castle to Mitis Forest. Activating the dial also removes the seal from the nearby stairs. Follow the stairs to the upper platform.



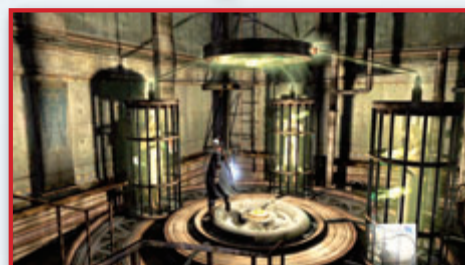


Before exiting, move near the edge of the platform to change the camera angle. A Blue Orb Fragment hovers in space. To reach it, you must perform a Streak attack from the edge of the platform, so that Nero shoots across the gap and grabs the item.

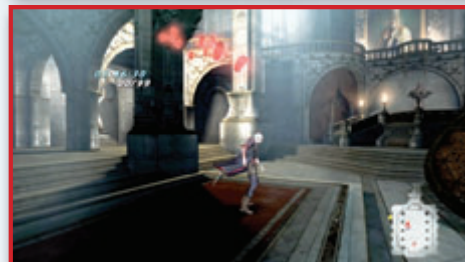


E: ANGEL CREATION

After dispatching the initial set of Bianco Angelos, move into the glowing area at the back of the room, where three victims hover in soul-sucking chambers. Behind the victim on the left, a demon parchment is attached to the wall.



Examine it to find Secret Mission 04: Tracking Treasure Down. The objective of this secret mission is to find all the hidden orbs in the Grand Hall within two minutes.



Clear this easy mission now with Nero, since he alone benefits from the Rusalka Corpse and can "detect" hidden items nearby. The hidden Red Orbs are located in randomly determined places every time. We do not wish to spoil the fun of finding the hidden orbs here, but you may turn to the section **Secret Missions** for a complete list of their locations!

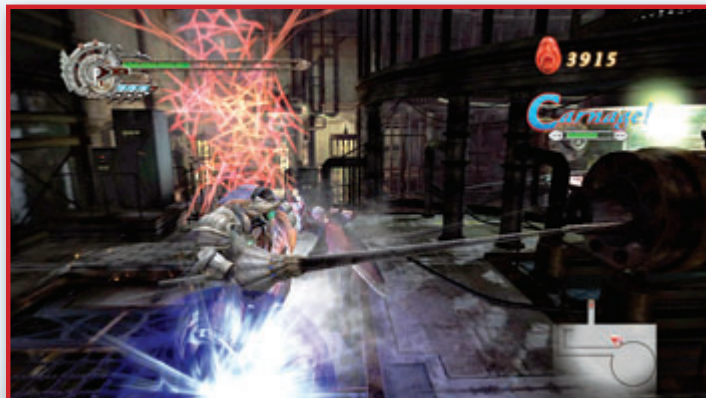


Ascend the stairs and cross the catwalk to a circular chamber where Bianco Angelos are made. Defeat a couple of these white knights to unseal the area.

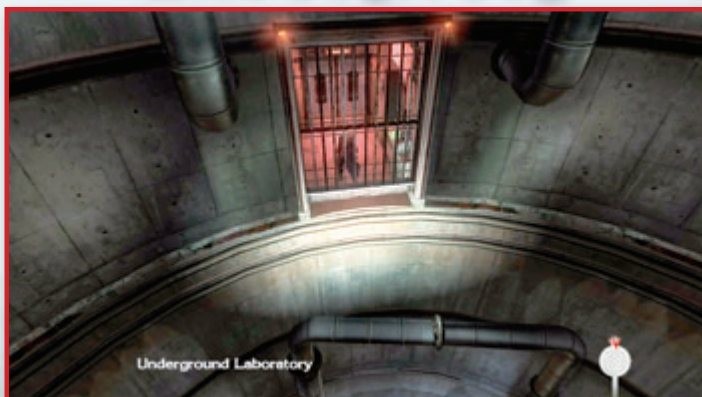


The south section of the room also becomes sealed off and invaded by Bianco Angelos. While impaling them on their own lances, move into the tiny niche where a control panel stands to obtain hidden Red Orbs.

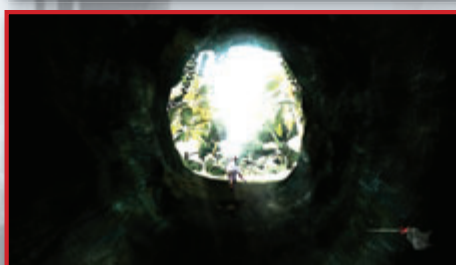
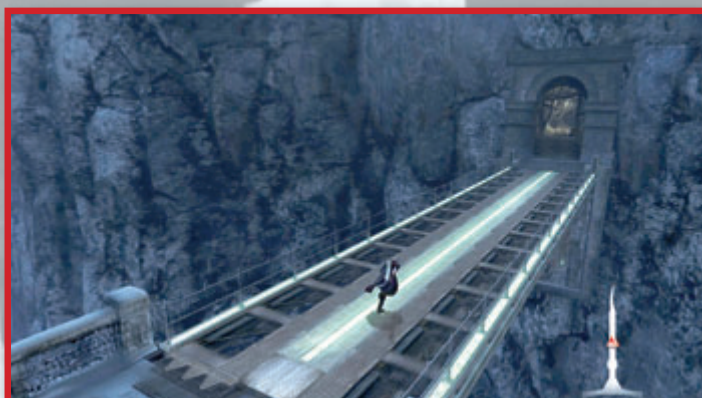
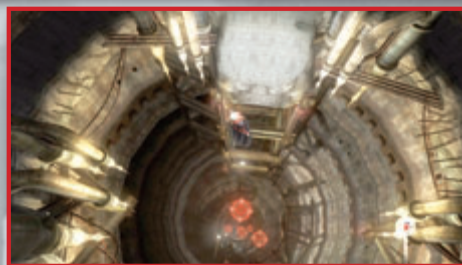
THESE ARE NO ANGELS! EP GUARD!



F: UNDERGROUND LABORATORY



Examine the control panel with the glowing green light to activate a large horizontal shutter in the silo. With this makeshift "floor" in place, move to the center so that the Wing Talisman activates the bounce seal. Bounce from one seal to the next, all the way to the top of the silo.

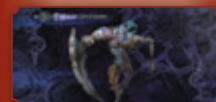


Navigate through the Grand Hall and the upper part of the Central Courtyard to Foris Falls. Cross the extended bridge and follow the Forest Entrance tunnel into the sunlight. Mission complete!

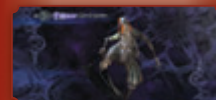
Mission 07: The She-Viper

Mitis Forest

Enemies Encountered



Scarecrow (Arm)



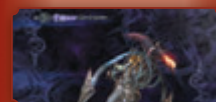
Scarecrow (Leg)



Mephisto



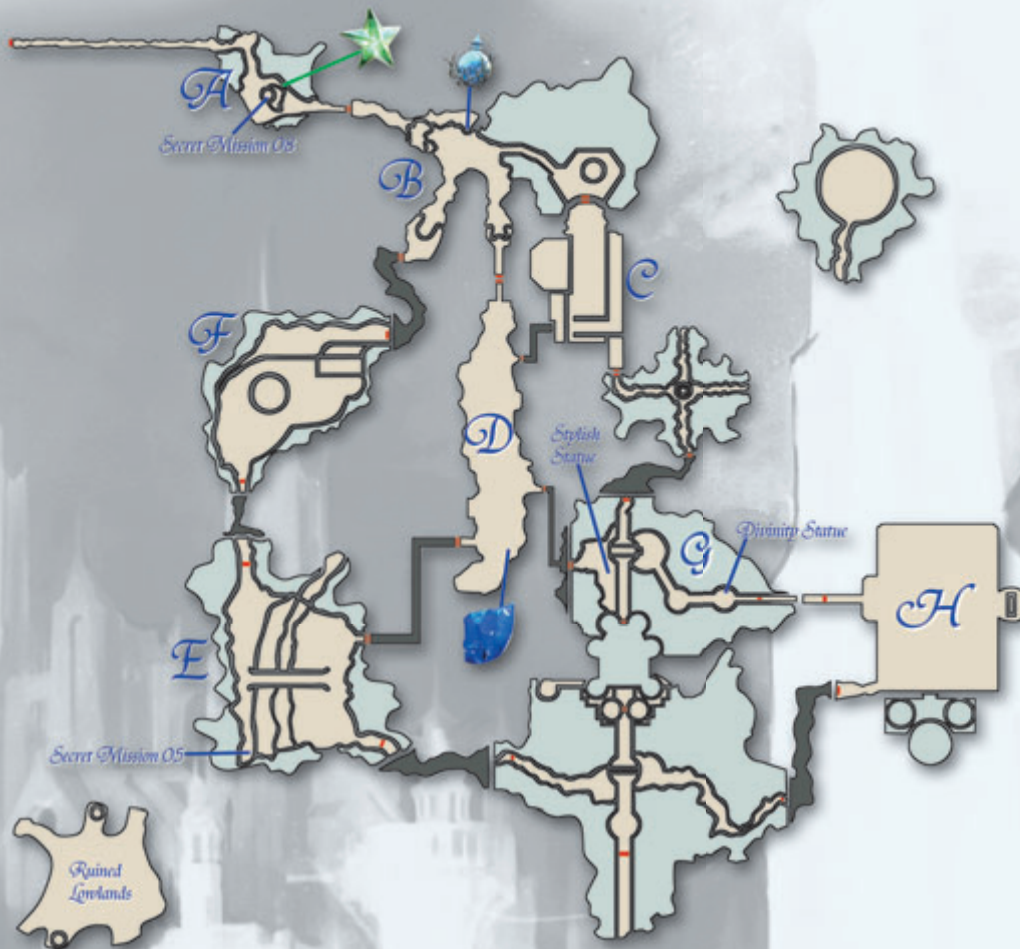
Chimera Seed: Nero can easily rip these monsters in half using the Devil Bringer. However, if a Chimera Seed manages to burrow into another enemy, it could be a problem...



Chimera: When a Chimera Seed fuses with another type of enemy, a Chimera is born. These monsters become faster and can attack even when down.



Echidna: Slash her torso to inflict damage. When she begins spawning Chimera Seeds, strike her birthing tube with the Devil Bringer for maximum damage.



Map Key



Vital Star M

Holy Water



Blue Orb Fragment

Recommended Skills

Before the mission, equip the following skills from the Power Up menu:

- Air Hike: Helps when jumping high cliffs and trying to reach suspended items. Also proves helpful against the boss.

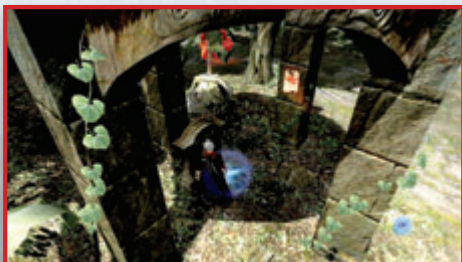


A: FOREST ENTRANCE



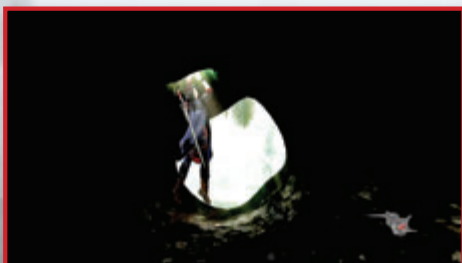
Breakable objects containing Red Orbs in the Mitis Forest stage look like giant eggs. These eggs are sometimes hard to distinguish from the background, but glowing cracks on their sides help them stand out.

An ancient gazebo stands near the center of the first area. Examine the demon scroll posted inside the shelter to find Secret Mission 08: Royal Blocker. The objective is to defend against enemy attacks five times in a row using Royal Block. Nero does not possess this skill, so he cannot complete this mission. Leave this mission for later when playing as another character.



Slash away at the striking crystal in this area to accumulate a bevy of Red Orbs before proceeding further.

The hollow log behind the gazebo is full of demon eggs. Smash them with Red Queen to increase your spending account.



B: WINDSWEEP VALLEY



Proceed to the cliff ledge, and jump across the ledges to the left to reach a Holy Water. Drop to the valley basin and defeat the Chimera Seeds easily using the Devil Bringer. Heavy gates block two paths to the south, so ascend the east stairs and enter the building.

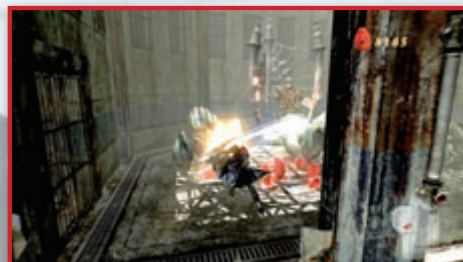
C: RUINED CHURCH



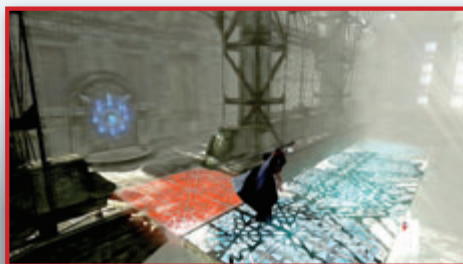
Watch what happens when a Chimera Seed bonds with a Scarecrow, becoming a Chimera. These mutants can counterattack in the middle of a combo, and even when knocked down on the ground. Although raising your Stylish rank is important, you can avoid danger by shooting these creatures more often than smacking or slashing them.



Smash the glass protecting the incubation chamber on the lower level, and break all the eggs in it to get Red Orbs.



A strange tree blocks the south doorway. Head to the upper level and strike the blue dial to activate a magic platform that extends across the upper level. Cross this walkway quickly before the tiles vanish, and go through the lion's head door.

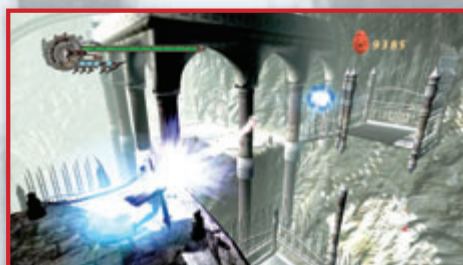


THIS IS CHURCH, SHOW SOME RESPECT!

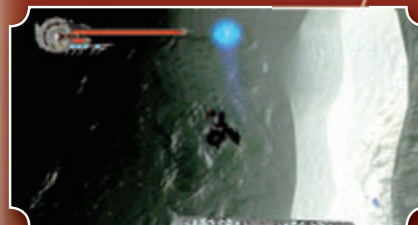


D: RUINED VALLEY

Use the Hell Bound ability to fly back and forth across the chasm, making your way south to a platform where a blue dial sits. Strike the dial to activate a magic platform that extends over space. Move onto the platform tiles as they appear, and move off them before they turn red and vanish. Unfortunately, Mephistos appear and attack as you are waiting for the magic floor tiles to appear. Move around as much as possible and blast them while moving across the cycling tiles. If a Mephisto knocks Nero off the platforms, he falls into the Ruined Lowlands and must defeat a group of enemies to make the exit appear. Warp back to the Ruined Valley and try again.



Tip



A BLUE ORB FRAGMENT IS SUSPENDED IN THE AIR JUST A FEW INCHES OFF THE SOUTHEAST CORNER OF THE MAGICALLY APPEARING TILES. THE AIR HIKE ABILITY IS REQUIRED TO REACH IT. AVOID JUMP-

ING TOWARD THE FRAGMENT, OR YOU WILL FALL INTO THE RUINED LOWLANDS. INSTEAD, AIR HIKE UP TO THE FRAGMENT'S LEVEL, THEN QUICKLY USE HELL BOUND TO SNATCH IT OUT OF THE AIR. YOU MUST BE QUICK, BECAUSE THE PLATFORM SOON VANISHES!



E: LAPIS RIVER



Explore the Lapis River area and smash demon eggs to find Red Orbs, especially under the bridge.



Move to the southwest corner of the raised embankment. A demon scroll is posted behind the tree in the corner. Examine this scroll to engage Secret Mission 05: Sky Scraper. The challenge of this simple mission



is to use bounce seals and Grim Grips to reach the top of the Underground Laboratory. After bouncing and grappling up to the mid-point of the area, smash the cage surrounding a bounce seal. Then continue bouncing and grappling your way to the top to claim a Blue Orb Fragment.

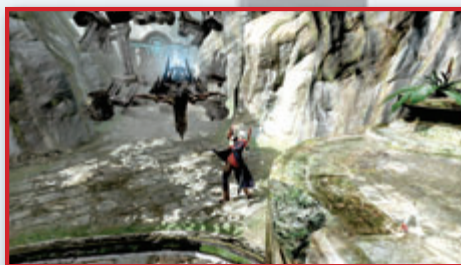
F: ANCIENT PLAZA



Defeat a set of Chimeras near the sunken area to unseal the exits, then continue northeast.



NAVIGATING TO THE SOUTHEAST FOREST



Nero finds himself back in the Windswept Valley, in the area behind one of the large runic walls. Luckily, a Gyro Blade is available here. Activate the Gyro Blade and knock it through two runic walls blocking the passage.



Defeat a set of Chimeras appearing in the main area. Then knock the Gyro Blade toward the runic wall blocking the southeast passage. Destroy the wall using the Gyro Blade, descend the stairs beyond, and go through the door.



Nero enters the Ruined Valley from the north. A massive dragon suddenly attacks! Run across the catwalks quickly, before the dragon smashes them. Even if the creature causes damage to Nero, continue running and do not try to attack it. Nero ends up near the southeast door of the Ruined Valley.

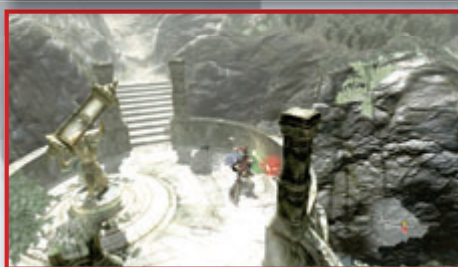
G: FORGOTTEN RUINS

A Stylish statue stands a few yards from the entrance. Strike it repeatedly using mixed combos to raise Nero's Stylish gauge to A ("Atomic!") to break the statue and obtain a Blue Orb Fragment. Use the Exceed ability of Red Queen to help break through the B rank barrier.



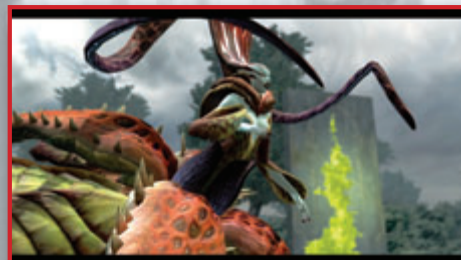
Cross under the bridge and try to defeat Chimera Seeds before they can burrow into Scarecrows and create Chimeras.

Continue heading east and use the Divinity Statue to purchase Purple Orbs, if possible. Head through the east exit.



H: DEN OF THE SHE-VIPER

Nero again has a brush with the massive dragon that attacked him and broke all the catwalks in the Ruined Valley earlier. The dragon reveals itself to be Echidna, the mythological "mother of all monsters."



ΕΧΙΔΝΑ



Initiate the battle by jumping up to attack Echidna's torso with Red Queen. If she begins whipping her head tentacles around, allow yourself to drop out of harm's reach.

When she assumes her dragon shape and begins flying around the area, blast her continuously as she soars. Stand ready to side roll out of her path when she swoops through the area, attempting to bite Nero.



When Echidna spreads her eight legs and begins giving birth to Chimera Seeds, jump up and use the Devil Bringer to attack her birthing chute. Tap the Devil Bringer button rapidly to make Nero

deliver a flurry of punches to the orifice. After Echidna reverts to her normal form, quickly eliminate any Chimera Seeds by ripping them asunder with the Devil Bringer.

Repeat these two attacks for the first half of the battle. If Echidna becomes stunned and starts holding her forehead in pain, quickly jump up to her torso and use the Devil Bringer to go on a wild ride. Nero plunges his sword into Echidna's organs and hangs on while she flies around in agony. This attack lowers her health meter by one full measure, and also increases your Stylish gauge by several levels.



When less than half her health remains, Echidna plants her tail in the ground, spreading her petals across the ground to form a grotesque flower. Tentacles rise out of the ground around her and begin slapping back and forth. Quickly run up to Echidna's torso and attack. Perform frequent side rolls to avoid damage from the surrounding tentacles. If she begins holding her head in pain, hit her with the Devil Bringer to execute another special attack.



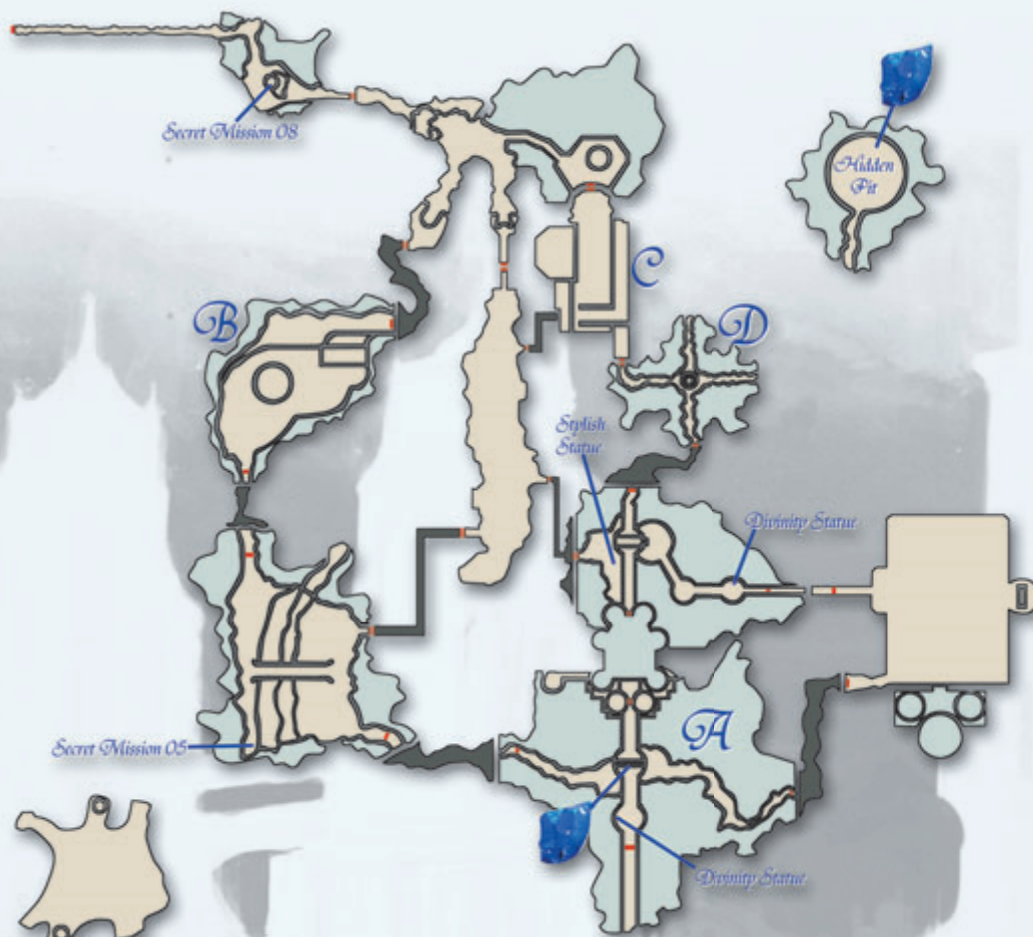
When Echidna drops to critical health, her torso glows. She begins flying around the area as usual, this time dropping seed bombs. Continue attacking her with the aforementioned strategies until the battle is won.



After the battle, Nero obtains the Sephiroth Fruit. Smash any eggs remaining in the area to obtain additional Red Orbs, and move to the bizarre red tree in the southwest corner of the area. The Sephiroth Fruit causes the tree to shrivel, unbaring the path. Continue southwest to complete the mission.

Mission 08: Profession of Faith

Mitis Forest



Map Key



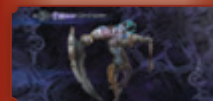
Blue Orb Fragment

Recommended Skills

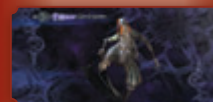
Before the mission, equip the following skills from the Power Up menu:

- Air Hike: More suspended items in this mission mean you should keep Air Hike equipped.
- Speed: Long distances to cross in this mission can be traversed more quickly.
- Snatch 3: This ability helps Dante to grapple with the boss more effectively.

Enemies Encountered



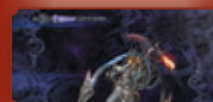
Scarecrow (Arm)



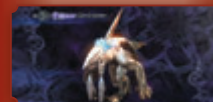
Scarecrow (Leg)



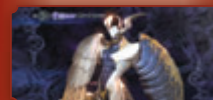
Chimera Seed



Chimera

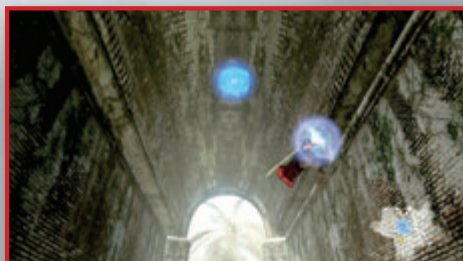


Assault: These familiar lizard men attack with savage speed. Use the Devil Bringer to give them a sense of the landscape!



Angelo Credo: This intense boss requires good timing with side rolls and a great deal of patience. Time your strikes appropriately!

A: ANCIENT TRAINING GROUNDS

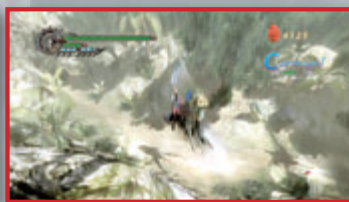


Move under the bridge and jump up to smash a demon egg blocking your view of a Blue Orb Fragment. Use Air Hike or Kick Jumps to reach it.

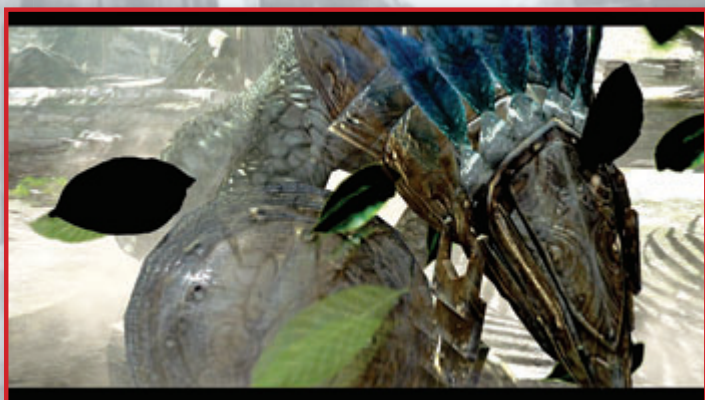
Destroy several Chimera Seeds before they can bond with Scarecrows on the west side of the bridge. Clear the area and continue northwest through the Lapis River area to the Ancient Plaza.



PLANT YOURSELF!

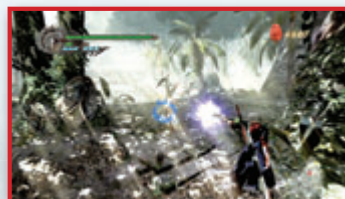


B: ANCIENT PLAZA



Examine the reddish tree blocking the path, and the Sephirothic Fruit destroys it. Proceed into the area until Assault demons burst out of the ground and attack. These creatures should be familiar to veterans of the original *Devil May Cry*. Seize one of these with the Devil Bringer, then tap the button rapidly to slam it back and forth like you're trying to hammer nails. Other Assaults that get in the way suffer damage as well.

FULL SCALE ASSAULT!

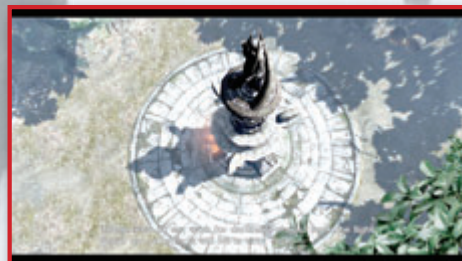


C: RUINED CHURCH

Head east through the Windswept Valley to the Ruined Church. After defeating the residents, approach the reddish tree vines barring the south door. The Sephirothic Fruit opens the path.



D: LOST WOODS



Read the glowing inscription on the central monument. The inscription bears the first of three clues that hint at what is happening in this area.



Following the wrong path out of this area warps Nero to the Hidden Pit area, where he is quickly surrounded by Assault demons and attacked. The enemies must be defeated to open the escape portal.

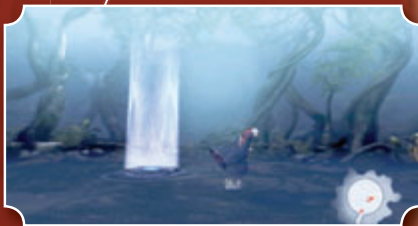
Visiting the Hidden Pit causes another inscription to appear on the central monument in the Lost Woods area, until all three clues are readable. The combined hints indicate that the shadow cast by the monument is the key. The shadow points in the *opposite direction* of the correct portal to exit through. The monument shadow's direction changes almost every time you exit the correct way. For instance, the first time you leave Lost Woods, the east portal is the correct exit. This warps you back to the entrance of the Lost Woods. The monument's shadow is now pointing north, indicating that the south exit is the correct path.



Continue heading out the exits opposite the shadow's direction until you reach the upper portion of the Forgotten Ruins. Cross the bridges spanning the Forgotten Ruins and the Ancient Training Ground to reach the headquarters of the Order.

Tip

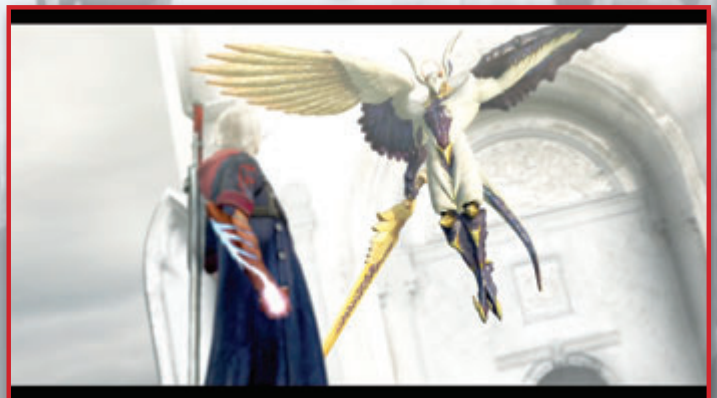
A BLUE ORB FRAGMENT IS LOCATED IN THE HIDDEN PIT, SO WARPING THERE AT LEAST ONCE IS A GOOD IDEA. THE FRAGMENT IS SUSPENDED HIGH ABOVE THE TOP OF THE AREA. TO REACH IT, NERO MUST USE THE AIR HIKE ABILITY.



ORDER OF SWORD H.Q. -A- 1st FLOOR



E: GRAN ALBUM BRIDGE



Follow the long bridge to the circular platform outside the Order of the Sword headquarters entrance. Nero encounters Kyrie's brother, Credo, who has a little secret to share.

ANGELO CREDO

This battle requires extreme patience and caution, and may take a few tries. Angel-form Credo fights like an extremely advanced Bianco Angelo, protecting himself with his massive shield while delivering lightning-fast attacks with his sword. Score a few hits at medium range using Blue Rose, while moving in closer. At melee attack range, side roll to the left several times, avoiding Credo's

many sword-slashing attacks while moving to his unprotected side. From there, deliver a combo with Red Queen or the Yamato in Devil Trigger. When he blocks with his shield, jump away and start again.



When less than half his health remains, Credo may occasionally fly to the opposite end of the ring and kneel, panting as if tired. Quickly rush him and use the Devil Bringer to inflict massive damage.



When less than a quarter of his health remains, Credo remains airborne for the majority of the time. Use Aerial Combos to attack him from the left. A new attack he employs at this time is



to surround Nero with blades, which soon flip inward and strike. The blades follow Nero everywhere, but can be destroyed with a few Red Queen combos.



Also, use Hell Bringer to grapple Credo's head, fly behind him, and attack with Red Queen while airborne.



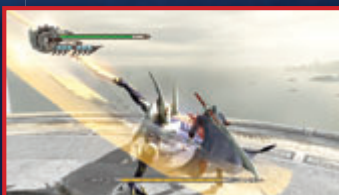
As the battle wanes, Credo becomes tired more easily. When he is slouched and panting, Devil Trigger and grab him with the Devil Bringer to finish him off!

Occasionally, Credo flies to the side of the ring, produces a lance, and begins glowing. Stop and prepare to dodge his imminent attack, which involves throwing a magic version of his lance to pierce Nero. A single side roll is all that is needed. Credo repeats this attack up to three times before resuming old habits, so be ready to dodge subsequent projectiles.



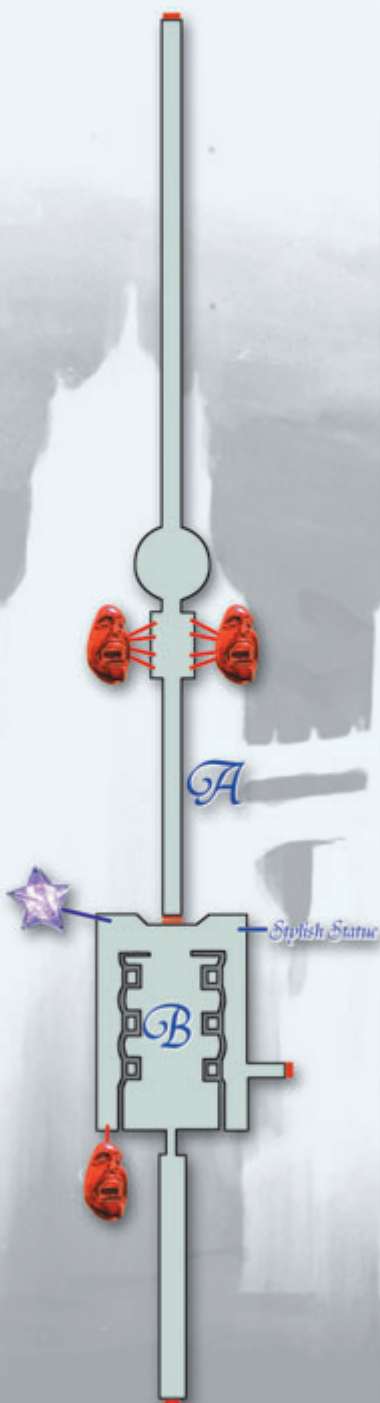
Defeating Angelo Credo, Nero obtains the Aegis Shield, which grants the Devil Bringer the ability to Hold and carry enemies. Enter the Order's headquarters to complete the mission.

REALITY CHECK, CREDO!



Mission 09: For You

ORDER OF SWORD H.Q. -A- 1ST FLOOR



Enemies Encountered



Scarecrow (Arm)



Scarecrow (Leg)



Frost



Assault



Bianco Angelo



Alto Angelo: The presence of these higher knights causes surrounding Bianco Angelos to become stronger and faster. However, they are all defeated by the same methods.



Angelo Agnus: Use Aerial Combos to defeat the boss, while avoiding his life-draining attacks!

Map Key



Hidden Red Orbs

Devil Star S

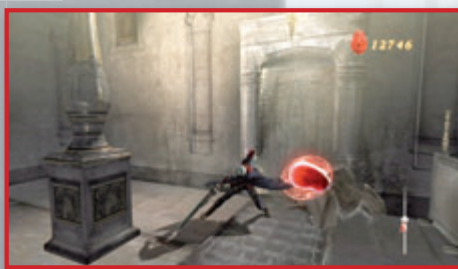


Recommended Skills

Before the mission, equip the following skills from the Power Up menu:

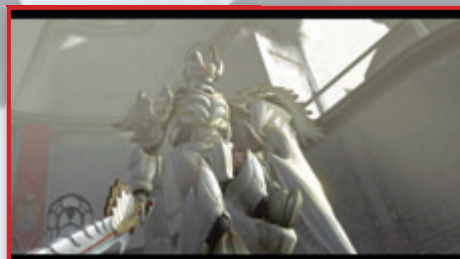
- Air Hike: Allows you to bypass a certain obstacle. This skill also proves very helpful against the aerial boss.
- Charge Shot 2 (or 3): Extremely useful against the boss.

A: GRAN ALBUM BRIDGE



Proceed through the watchtower and smash the objects within to obtain hidden Red Orbs.

Exit the watchtower and continue across the bridge. Nero encounters the "captain" of the Order's white knights, Alto Angelo. This animated armor suit's presence allows Bianco Angelos to perform devastating new attacks. The Biancos also move faster and attack more frequently. However, the evasive nature of the Alto Angelo makes eliminating the Biancos first difficult. Try to knock the Bianco Angelos into the air, and seize them



while airborne with the Devil Bringer. Once they are eliminated, avoid the Alto Angelo's rushing attacks, dodge to its open side, and attack. Use the Devil Bringer to perform a triple body slam on the Alto Angelo for a nice finishing touch.

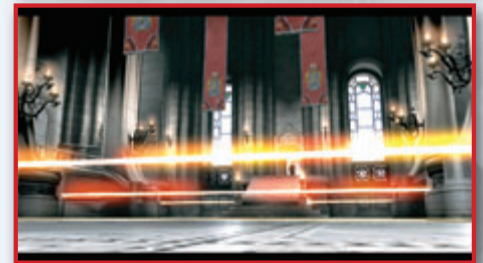
I KNIGHT THEE SIR EATYOURROWPLANCE!



Stand still in the southwest corner of the room for a full second to release a cloud of hidden Red Orbs!



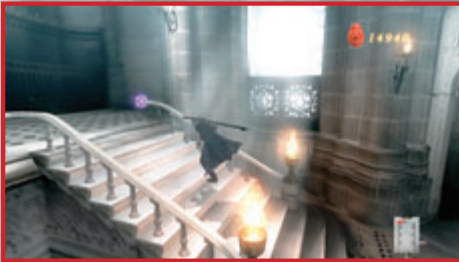
Proceed through the south door and examine the control device for the headquarters' drawbridge. This action opens a secret passage in the southeast corner of the Grand Hall, but also activates a dangerous moving laser array in the main area. Touching any of the lasers inflicts damage. Avoid the lasers by dropping off the stairs to Nero's right, and perform an Air Hike to jump over the rail near the newly revealed passageway.



B: GRAND HALL



Smash the benches on the lower level to release hidden Red Orbs, and pick up the Devil Star S in the northwest corner. This consumable item can be used once to replenish a few bars in the Devil Trigger gauge. Try to save such items for upcoming boss battles.



The Stylish statue in the northeast corner can be struck to increase the Stylish gauge. The gauge must reach level S (Smokin'!) to destroy the statue and obtain a Blue Orb Fragment.



Map Key

Key of Cronus

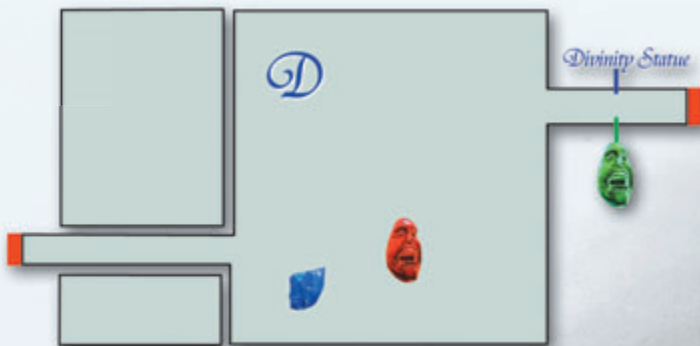
C: KEY CHAMBER

Defeat the white knights to unseal the room. Examine the purplish glowing column to the south to obtain the Key of Cronus. This item bestows Nero's Devil Bringer with the ability to slow time by striking certain machines throughout the headquarters.



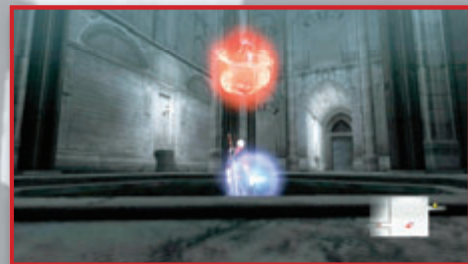
One such machine rises in the center of the Key Chamber. Strike the machine to slow time. The lasers blocking the doorways move more slowly, allowing you to run between them as they split. Exit through the west doorway.

THAT ARMOR DOESN'T LOOK TOUGH!

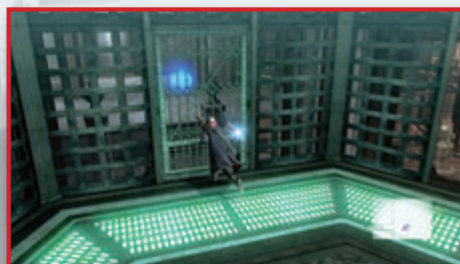


D: THE GAUNTLET

Stand in the sunken area in the center of this room for a full second to reveal a cache of hidden Red Orbs.

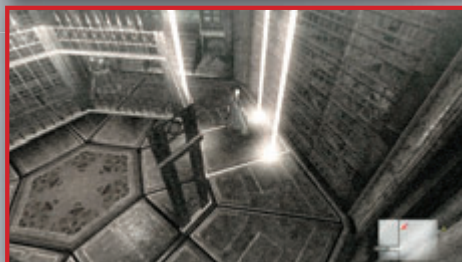
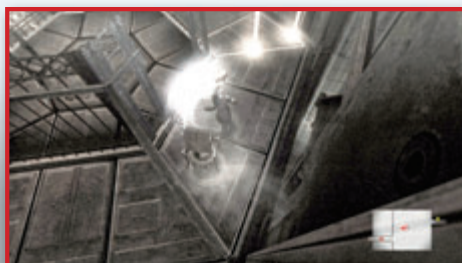


Strike the blue dial in the southeast corner of the room to lower a cage from above. Step inside the cage.

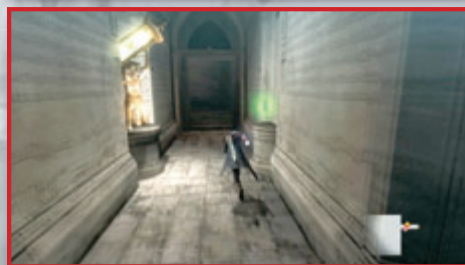
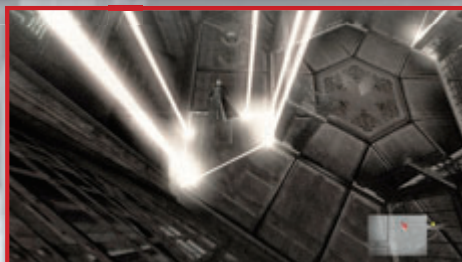


Defeat the Scarecrows that appear in order to make the cage rise. When the platform docks, move to the closed gate to the left of the exit and use the Hell Bound ability to snatch a Blue Orb Fragment through the bars.

Step into the next chamber. Laser beams track the tiles in two areas in this room. Strike the chrono machine near the door, then run through the center of the room to the second set of beams. Step into the center when you see an opening, then step through. Enter the next elevator cage.

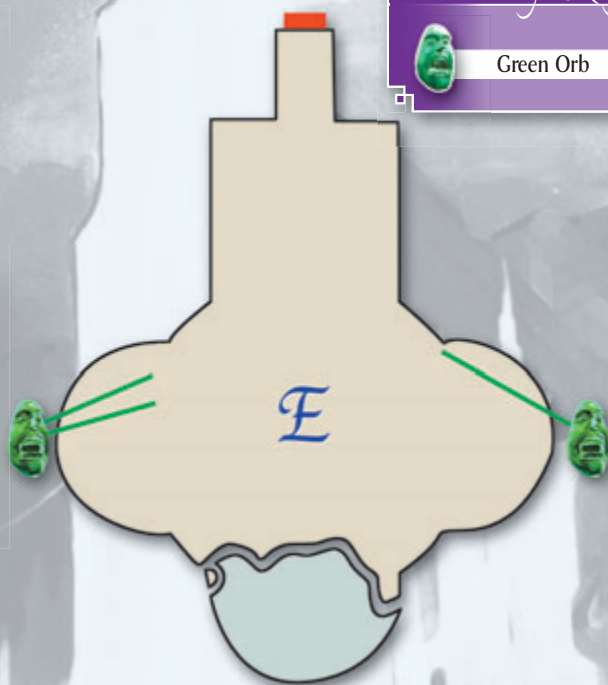
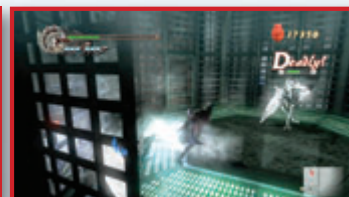
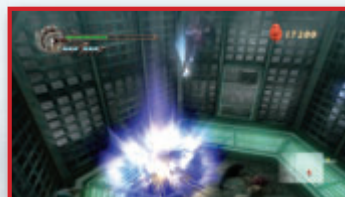


Defeat a set of Frosts to make the elevator rise. When it stops, step into another laser-filled chamber. This time, add a little haste to your step. Strike the chrono machine and step through the first set of lasers when convenient. Quickly cross through the center of the room, then go through another set of lasers to reach the exit.



Defeat a couple of Assault demons to make the elevator rise. Follow the corridor to a Green Orb and a Divinity Statue. If possible, purchase Blue Orbs and Purple Orbs before proceeding.

ONE MAP ENTERS, EVERYONE DIES!



E: AGNUS'S ROOM

Revealing his disgusting angel form, the Order's chief scientist barbers with Nero for Kyrie's life; if Nero can defeat Agnus, he just might save the girl!



ANGELO AGNUS

Angel-form Agnus flies around the room, summoning Gladii and occasionally stopping to shoot a series of fireballs at Nero. When he is glowing yellow, attacks do not cause him to stagger. But if he is not glowing, he can be knocked around a bit and you can inflict several combos in a row. Devil Trigger during these no-glow periods and inflict serious damage. Try not to get carried away, however, because non-glowing Agnus tries to seize Nero. Agnus can restore his own health by draining yours!



Sometimes, it is wiser to stay back and blast away with the Blue Rose. Whenever Agnus creates a yellow ring behind himself, take this as warning that Agnus is about to launch a series of fiery missiles. Back off and use Side Rolls or jumps to dodge the fireballs. Between dodges, pepper him with gunfire to keep reducing his health.

Another way to inflict good damage is to seize one of the Gladii with the Devil Bringer and throw it at him. The shattering Gladius usually releases White Orbs, items which refill the Devil Trigger gauge.

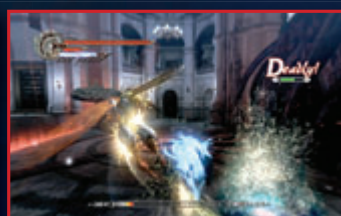


Your main form of attack is to leap up and perform Aerial Combos against him. Use the Devil Trigger frequently to drive his health down more quickly.

When his health drops to half or less, Agnus floats to the center of the room and glows green. This indicates he is powering up for an attack that drains a large portion of Nero's health and restores Agnus. Cancel this attack by performing extended Aerial Combos against him or by hitting him with Charge Shot 2 over and over. Otherwise, this attack tips the health gauge scales in Agnus's favor.



BUZZ OFF!



Mission 10: Wrapped in Glory

ORDER OF SWORD H.Q. -A- 3RD FLOOR



Map Key

Hidden Red Orbs

Green Orbs

Recommended Skills

Before the mission, equip the following skill from the Power Up menu:

- Air Hike: This skill will help you get through some difficult jumping in this mission.

Enemies Encountered

Bianco Angelo

Alto Angelo

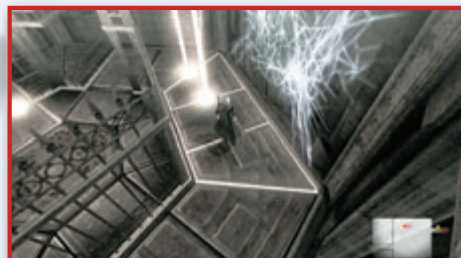
Mephisto

Faust: These superior floating demons attack with extended claws and have greater resistance to damage. However, they can be dispatched in the same manner as Mephistos.

A: THE GAUNTLET



Return to the Gauntlet for a new introduction: a Faust appears! Faustus move and attack in a similar way to Mephistos, but they can withstand greater amounts of damage. Blast the Faust continuously as you would a Mephisto, and use Hell Bound to try and snatch it from its ghostly disguise.



Defeat the enemies to open the other door in the elevator. Strike the chrono machine and head through two laser arrays tracking two separate areas on the floor.



Move into the other elevator, and strike the blue dial to shatter a seal covering a wide opening. Use the nearest chrono machine to slow the lasers. Make your way to the opening and drop into the room below.

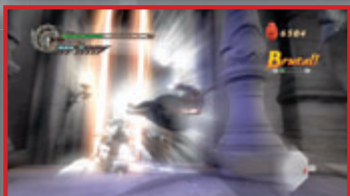
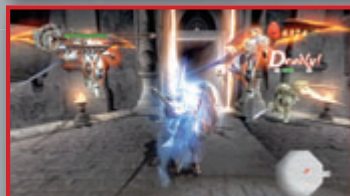
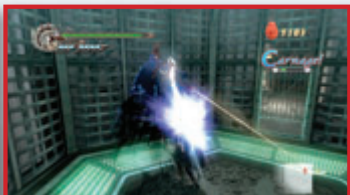


Remember to stand in the sunken area to obtain a bevy of hidden Red Orbs, then head for the exit.



Defeat enemies in the Key Chamber and return to the Grand Hall. The drawbridge is down, so head south to the next area.

PARTY TIME! EXCELLENT!



ORDER OF SWORD H.Q. -B- 1ST FLOOR B: SECURITY CORRIDOR



Strike the chrono machine to slow down the moving laser array that divides the room. Then move up the corridor, jumping over lasers as they approach.

Control the height of your jumps by giving the Jump button a slight tap only. A single laser is easy to hop over. If two high ones approach, simply run underneath. If two low beams approach, press the Jump button harder to jump higher and clear the lasers.



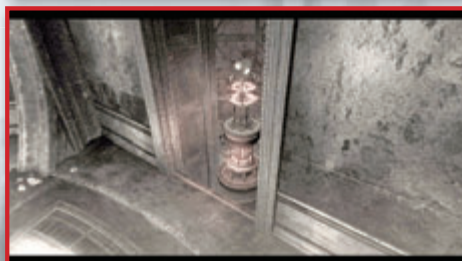
NOTE



After getting through the lasers in relatively healthy condition, examine the demon scroll posted on the wall to the right to find Secret Mission 06: Vermifuge. The objective of this challenge is to prevent six or more Chimera Seeds from touching a Scarecrow. The best strategy is to avoid using the Devil Bringer altogether, instead using Streak attacks to knock the Chimera Seeds away from the Scarecrow. Killing the Scarecrow causes failure, so watch your aim!

THE VENT ROOM

Proceed through the doorway into the large room at the south end of the Security Corridor. Drop off either side of the platform to the bottom of the room with the massive spinning blades. Defeat Mephistos and a Faust to unseal the machinery in the west alcove. Examine the machine to slow time, causing the blades to spin more slowly.



Jump up the series of blades in a counter-clockwise fashion. Taking damage from any of the blades reverts time to normal, meaning you must examine the machine again to start over. Land on the highest blade, which spins quite a bit faster than the ones below. As the blade spins past the high doorway to the south, jump off to land on the platform. The Air Hike ability can help you bounce onto the platform and rebound from a near miss.

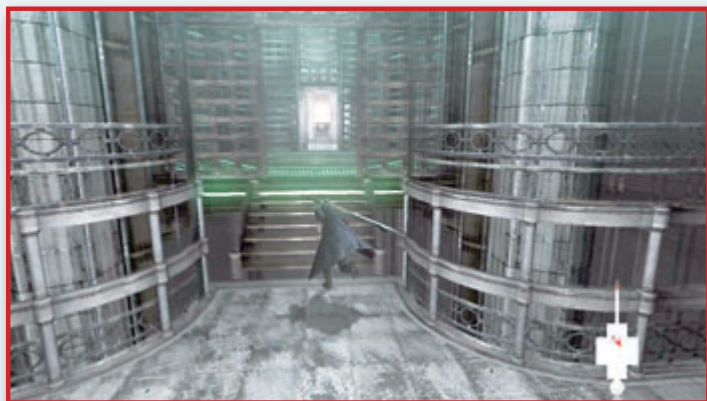
BULLET LUNCH IS SERVED, GHOST FACE!



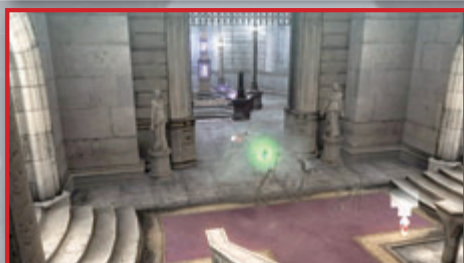
C: EXPERIMENT DISPOSAL



Lure several Bianco Angelos into the corridor section near the entrance of this chamber to defeat them more easily. Then slash away at the striking crystal in this chamber to accumulate a horde of Red Orbs. More Red Orbs can be gleaned from the crystal by striking it in Devil Trigger mode.



Proceed through the cage, and smash all of the statues in the next chamber to obtain hidden Red Orbs. Hop onto the lift platform at the far end of the room, and examine the central column to place the Wing Talisman and make it rise. Smash everything in the room above to obtain Red and Green Orbs before proceeding.



BACK TO THE FACTORY, ТИП САП!



D: MEETING ROOM

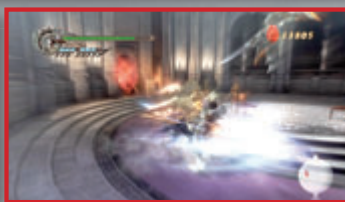
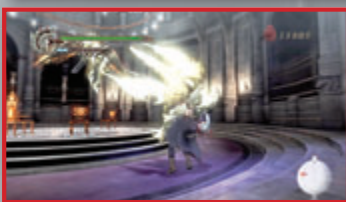


Defeat a host of Alto and Bianco Angelos to unseal the room. Smash the central furniture during your battle when the Stylish rank is high to obtain even more hidden Red Orbs.



Afterward, head down the south corridor to find a Divinity Statue and a demon scroll just before the exit. Examine the demon scroll on the left to take on Secret Mission 07: Free Running. The objective of this simple side foray is to move across the magic platforms in the Ruined Valley of Mitis Forest and reach the Blue Orb Fragment on the other side. A massive number of Mephistos attempt to prevent you from reaching the goal. Equipping the Air Hike ability and bouncing your way over to the prize preemptively helps.

MEETING ADJOURNED!



E: ASCENSION CHAMBER



Nero runs into Dante again, this time knowing what he is up against. The celebrity Devil Hunter wants only one thing from Nero: Vergil's sword, Yamato!

DANTE

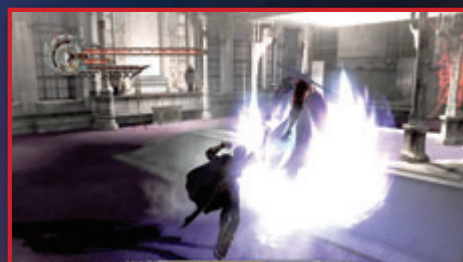


This battle is quite similar to Nero and Dante's initial confrontation, except that Dante is much more aggressive and suffers far less damage from attacks. He seems immune to the effects of Devil Trigger, suffering the same damage as normal. The Blue Rose is useless against him, since he merely deflects the bullets by firing rounds of his own. But the good aspect of these changes is that you can really go at him this time!



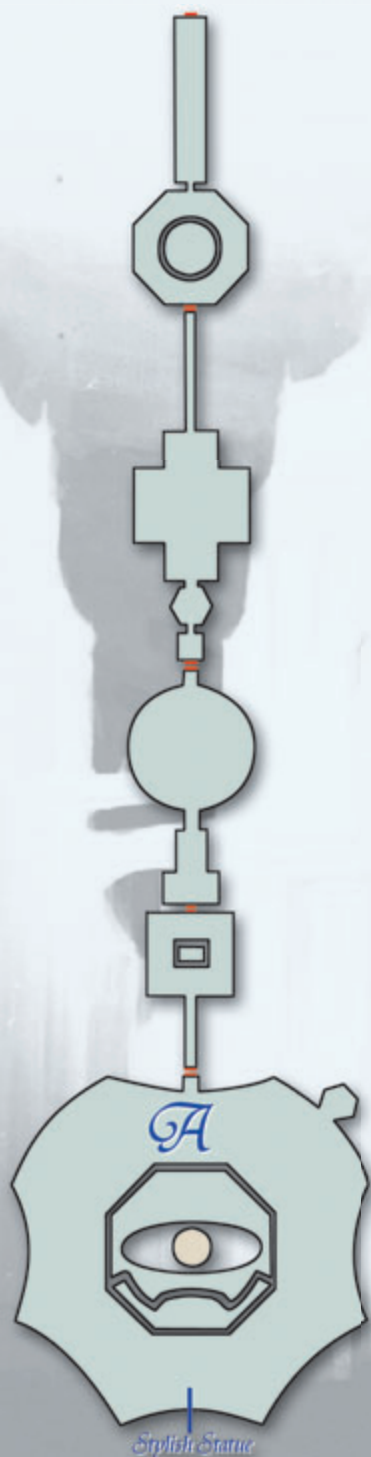
The best attack against him, as before, is the Buster. Side roll to avoid Dante's attacks, then attempt to hit him with Nero's demon gauntlet from the side or behind. Because of Dante's increased speed and attack frequency, dodging his blows can be difficult. Therefore, the easiest way to nail him with the Devil Bringer is to start off with a Red Queen Combo, then hit him with a Buster as the final blow. Dante almost always deflects this attack, causing a flurry battle to ensue. Tap the Devil Bringer button rapidly to win the flurry battle, and bash him away for excellent damage.

Repeat this strategy even as Dante's health drops below half, and his attack frequency increases even higher!



Mission 11: The Ninth Circle

ORDER OF SWORD H.Q. -B- 1st FLOOR



Map Key



Hidden Red Orbs

Devil Star S



Gold Orbs

White Orbs

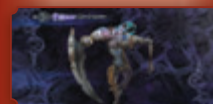


Recommended Skills

Before the mission, equip the following skills from the Power Up menu:

- **Air Hike:** Allows easier reach of high places. This skill may help against the boss and makes some high areas easier to reach.
- **Snatch 3:** Extends the reach of the Devil Bringer. This skill is a *must have* for dealing with the boss.

Enemies Encountered



Scarecrow (Arm)



Scarecrow (Leg)



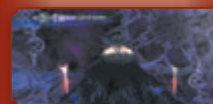
Bianco Angelo



Alto Angelo



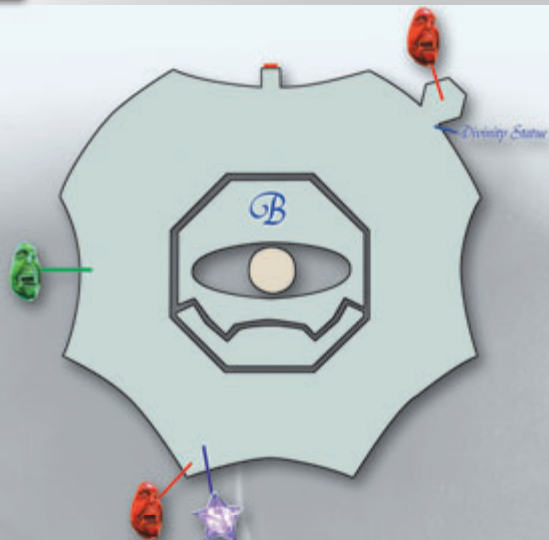
Mephisto



Faust



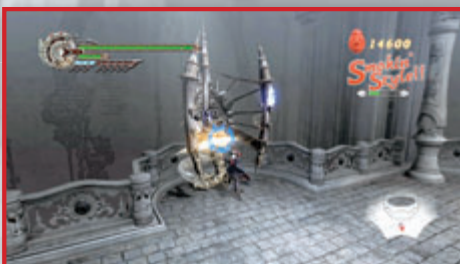
Sanctus: Use the lanterns surrounding Sanctus to pull yourself toward him. Destroy his shield, knock him out of the air, and give him the beating of a lifetime with the Devil Bringer.



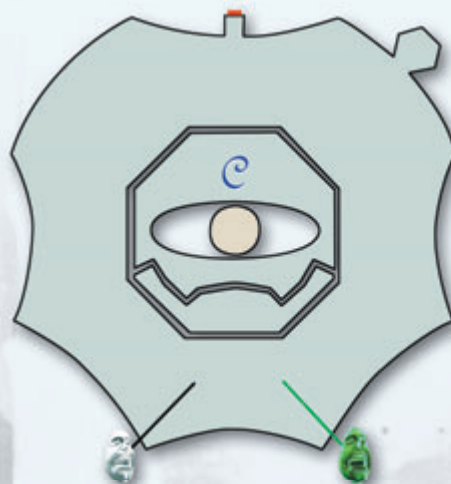
ORDER OF SWORD H.Q. -B- 2ND FLOOR

A: ADVENT CHAMBER IF

On the opposite side of the Advent Chamber from the entrance (the south end of the room) stands a Stylish statue. Strike it repeatedly while mixing up your combos to achieve an SSS (Super Smokin' Style!) Stylish ranking. The statue bursts, divulging a Blue Orb Fragment and a bevy of Red Orbs.



Strike the blue dial in the southeast corner of the chamber to make several Grim Grips appear overhead. Use the Devil Bringer to grapple between the Grim Grips, up to level 2F.



ORDER OF SWORD H.Q. -B- 3RD FLOOR

While crossing the mid-level, Nero becomes sealed inside a section of the platform. Defeat Mephistos and Faustus to unlock the path. When the way is clear, examine the red control beside the elevator chute to lower the platform. Board the elevator and ride up to the second level.



PO FLOATING GHOSTY IS GONNA HOLD ME BACK!



B: ADVENT CHAMBER 2F



When the elevator stops, head to the right. A gate blocks the path. Read the marker on the left for a clue. To open the gate, Nero must use Hell Bound to seize and hold one of the Scarecrows on the other side of the gate. Nero holds the Scarecrow as long as the Devil Bringer button is held. Once opened, the gate remains open permanently, and the Scarecrows can be dispatched however you see fit.



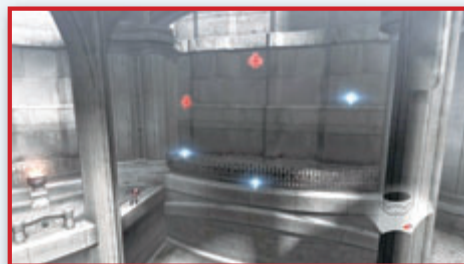
Ascend the stairs to the next flat area, where an elevator and a Divinity Statue stand. Although the elevator is raised, stand inside the shaft to discover a hidden cache of Red Orbs.

Proceed southeast to a ledge overlooking a sharp drop. Over the drop hover two Grim Grips and two Red Orbs. The first orb is easy to obtain simply by grappling the first Grim Grip. However, to obtain the second Red Orb, you must allow Nero to drop in altitude before grabbing the second Grim Grip. This changes the angle at which Nero flies when he executes Hell Bringer, causing him to soar straight up and collect the higher Red Orb.



To move past this area, jump back to the top of the starting ledge, grapple the two Grim Grips in quick succession, and then kick jump up the wall on the right side of the screen. If done correctly, Nero should flip right over the wall into the next area.

The next grappling task is quite a bit more challenging. Nero must grapple three Grim Grips and then kick jump his way up the far wall to move on. The only problem is the second two Grim Grips continually move up and down. First, claim the two Red Orbs overhead by grappling the first two Grim Grips when the middle one is head toward its highest point.



The first time Nero drops into the pit below, several Alto and Bianco Angelos pop up to fight. Defeat them all, and then kick jump up the left wall to the starting point.

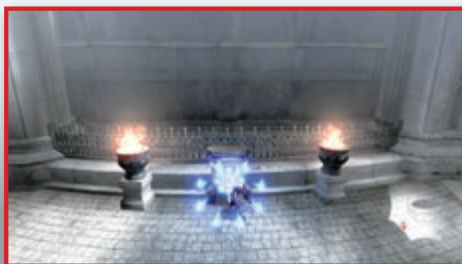
This time, watch the Grim Grips and wait until they start moving into the proper alignment before grappling. When the Grim Grip on the far right side of the screen is at its bottom point, headed upward, start grappling between them. Then kick jump up the wall, and try to land on top. If you do not land on the thin flat strip atop the wall, then very carefully kick jump to the top of the wall from the other side. Stand still against the back column of the wall for a second to release a cloud of hidden Red Orbs.



Ignore the blue dial for the moment, and proceed to the back of the area. Collect the Green Orb, and Kick Jump to the ledge atop the next wall. Notice the large Red Orb hovering at the top of the wall on the opposite side?

Simply perform an Air Hike from the top of the wall, and then reach out and snatch the orb using Hell Bound.

Return and slash the blue dial to activate it. This causes a series of Grim Grips to appear directly overhead. Grapple from one Grim Grip to the next until you reach the raised platform above.



C: ADVENT CHAMBER 3F



Collect the Green Orb and White Orb, and examine the red control on this level. Defeat the white knights that appear in order to activate the elevator next to the Divinity Statue far below. Drop from the east side of the platform and head back to the elevator area.

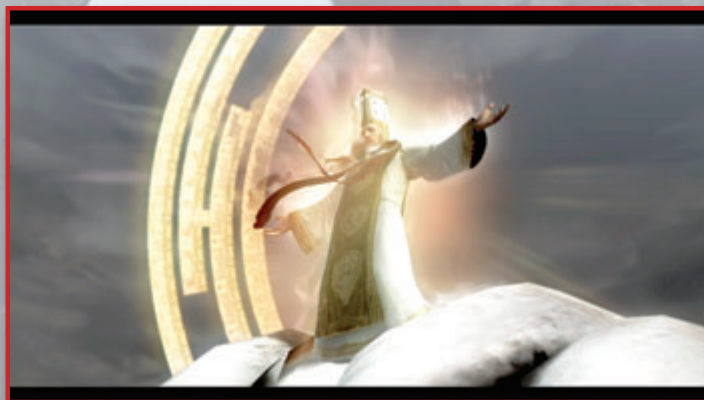
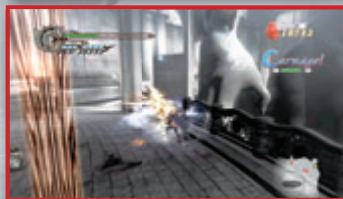
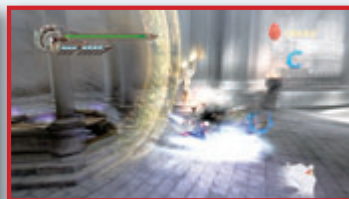


Defeat a set of Scarecrows and knights appearing near the elevator. If you need a few more Red Orbs to buy a Blue or Purple Orb from the Divinity Statue, then simply head a short distance down the northwest stairs to make the entire enemy set reappear. Do this as often as you like until you can buy whatever you want. Then board the elevator and head to the next level.

Cauton

Before riding up to the third level, use the Divinity Statue to give Nero the Snatch 3 skill. Even if this means forgoing several other skills, Snatch 3 is the only way to win the upcoming battle like a pro!

SECOND LEVEL SUCKER PUNCH!



Nero arrives just in time to find Sanctus imprisoning Kyrie inside his massive golem, which he calls "The Savior." But it is not too late for Nero to save Kyrie!



SANCTUS

Defeating Sanctus is not difficult once you understand the unique mechanics of this battle. Sanctus hovers over the ground, out of reach of ground melee attacks. Beside him hover two lanterns, which sometimes turn into fireballs and fly at Nero. Both lanterns can be used as grapple points for the Hell Bound ability so that Nero can reach Sanctus. However, both of them hover too close to Sanctus.

To remedy this, lock-on and fire a single shot at one of the lanterns to deactivate it. The inert lantern flies out to a stationary position halfway between Nero and Sanctus. Quickly grapple the lantern to fly toward Sanctus. If His Holiness flies away again, quickly shoot the other lantern while still in midair, grapple it, and fly toward Sanctus again. Sanctus himself is also a grapple point you can lock onto.



Sanctus attempts to defend himself with a few energy attacks, but they are easily avoided and not very harmful. The only attack of concern is the lightning bolt attack he summons when trying to prevent you from breaking his shield. But since that shield needs to come down, this attack is impossible to avoid. Use Vital Stars to stay in the game.

Repeat the same attack until Sanctus's health is reduced to one-third or less. Sanctus flies inside his Savior and commands the totem god to deliver a powerful punch. The only way to avoid this is to side roll just before impact. Even if Nero avoids the blow, he still suffers a small amount of wind damage. Therefore, it becomes critical to finish off Sanctus the next time or two he comes out of The Savior.



Once Nero is next to Sanctus, use the Red Queen to strike the protective shield surrounding the geriatric. The shield changes colors from blue to red as it weakens and then shatters. When the shield is down, quickly grapple Sanctus if needed and strike him with a Red Queen Combo to knock him to the ground.



After knocking Sanctus to the ground, use Hell Bound to seize him and drag him in close if needed, then smack him with the Devil Bringer. While Nero holds Sanctus and repeatedly tags the old

guy in the face, tap the Devil Bringer button rapidly to increase Nero's attack speed and prolong the attack. That's one heck of a way to deal with the elderly!



At this point, the old guy becomes a bit wilier and avoids Nero's attack better by flying away when you attempt to grapple toward him. After destroying his shield, you must bide time a

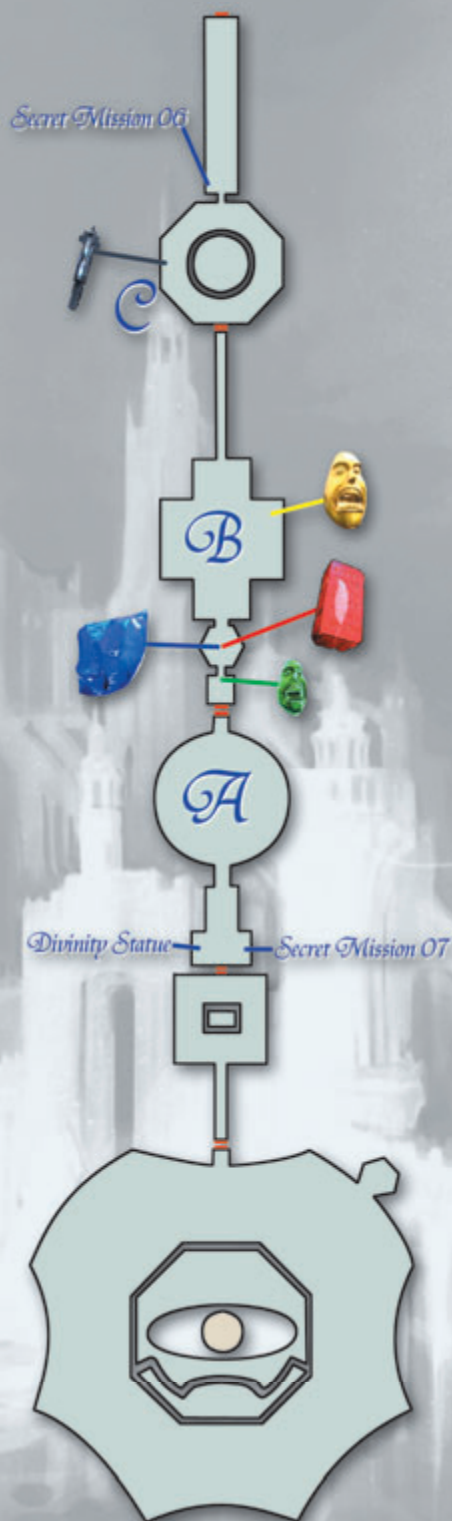
bit, grappling toward him only when he is busy preparing an attack. Then you can knock him out of the air and pound the tar out of his face! Repeat this until the battle is won.

SAVE THIS!



Mission 12: A New Beginning

ORDER OF SWORD H.Q. -B- 1ST FLOOR



Map Key

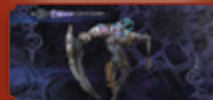


Recommended Skills

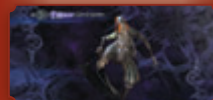
Before the mission, equip the following skills (among others) from the Power Up menu:

- Air Hike: In Devil Trigger, Dante can jump twice when this skill is active.
- Speed: Always useful when crossing long distances and trying to keep up with enemies.
- Stinger: Sliding across the ground to stab an enemy is advantageous.
- Sword Master Style Level Up 2: Gives Dante extra moves to build combos in Sword Master.
- Sword Master Style Level Up 3: Dante becomes even *more* lethal with Rebellion in Sword Master style.
- Gunslinger Style Level Up 2: Gives Dante extra shooting tricks when Gunslinger style is active.

Enemies Encountered



Scarecrow (Arm)



Scarecrow (Leg)



Mega Scarecrow: Juggle these hulking monsters midair just as you would a normal Scarecrow.



Frost



Mephisto



Bianco Angelo



Alto Angelo

NOTE

Dante is taking over for a while! While Dante's mechanics are similar to Nero's, the significant differences may produce a slight learning curve. This is a great time to refer to Dante's chapter to get an idea of the differences.

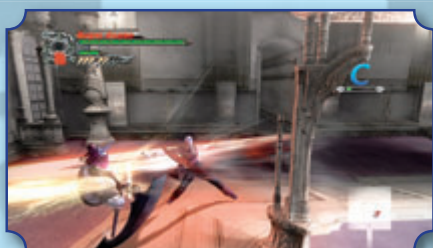


The main difference is that Dante does not have the Devil Bringer. This means he cannot detect hidden items, grapple Grim Grips, or snatch enemies. Dante also does not have the Exceed ability.

Although Dante's only two forms of attack include guns and melee, he can switch styles on the spot by pressing any of the four style buttons. On console versions, these buttons correspond to the directions on the directional pad. Letters in Dante's health gauge indicate which direction to press to engage any of the four styles.



Press the Style Action button to engage moves specific to the currently selected style. For instance, pressing Style Action when Trickster mode is enabled causes



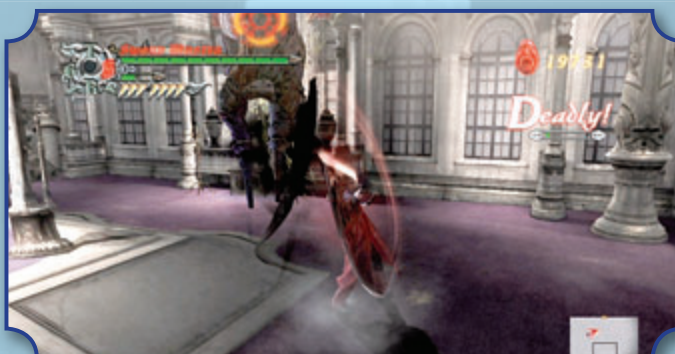
Dante to rush forward. When Gunslinger style is active, Dante performs rapid-fire tricks with his guns. The Stylish Action button triggers unique Aerial Combos, too.

In the Power Up menu, Proud Souls can be used to activate skills for Dante's weapons and abilities as usual. His styles also can be upgraded, allowing him to perform even more great actions with the Stylish Action button!



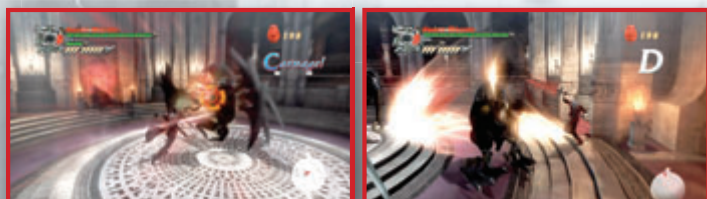
When Dante is in Devil Trigger mode, he can jump twice before touching the ground with the Air Hike ability. This allows him to reach even higher areas than Nero. Make

sure that Air Hike is always an active skill for Dante.



Press the Change Gun or Change Sword buttons to cycle through Dante's available arsenal on the spot!

A: MEETING ROOM



Defeat a crop of Scarecrows at Dante's starting point in the Ascension Chamber, and then move into the Meeting Room. Appearing for the first time, Dante encounters the ultimate Scarecrows, with six massive blades for arms. Do not let their appearance fool you, there are just as easy to kill as Scarecrows, with a slight difference in their durability. Knock them into the air with High Roller or a Sword Master Style Action, and chop them to pieces before they hit the ground!

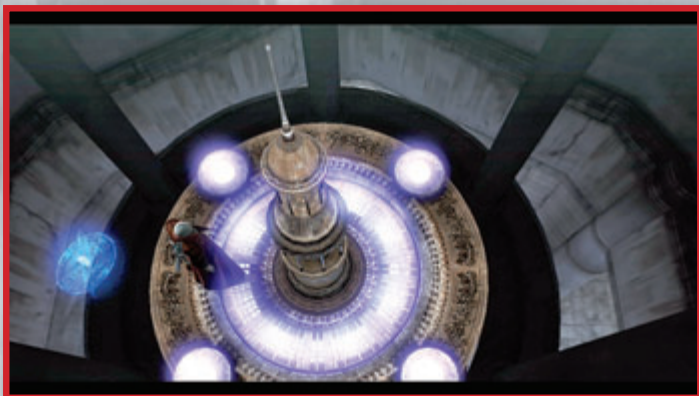
YOU DON'T SCARE DANTE!



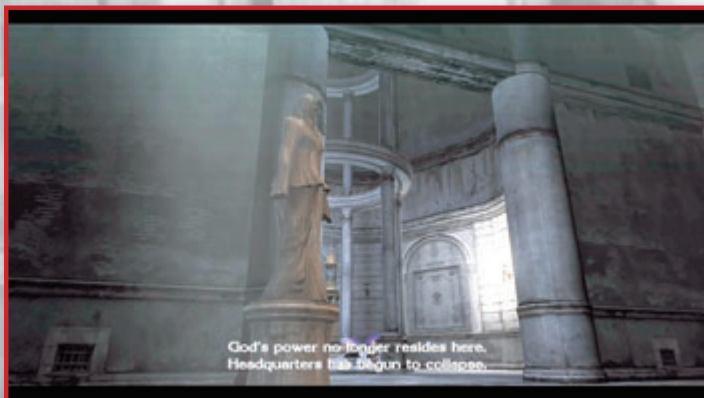
B: EXPERIMENT DISPOSAL



Examine the center column on the elevator platform to obtain the Wing Talisman, right where Nero left it.



As Dante descends on the platform to the lower level, notice the Blue Orb Fragment off to the left. To reach it, activate Devil Trigger and double Air Hike to land on the first ring of the support structure, then jump up and into the center of the area, then double Air Hike back toward the outer ring. Carefully make your way around the thin ledge to the Blue Orb Fragment. Since this has to be done in Devil Trigger mode, you may only get one chance!



Proceed into the next chamber. A 10-minute timer appears onscreen. Dante must exit the Grand Hall of the Order of the Sword H.Q. before time runs out, or he dies when the building collapses.

The Gauntlet is no longer a separate room because the central lift platforms and structures have fallen away. Drop to the ground floor and collect a Gold Orb lying in the northeast corner. Then go strike the blue dial in the southwest corner to lower an elevator.



Enter the elevator and defeat the Frost demons that appear. Without Nero's Devil Bringer handy, use Dante's sword attack and a good deal of well-timed dodging to fight these icy beasts.

When the Frosts are defeated, the lift rises to the upper level. Strike the Red Orb crystal repeatedly to increase your count, then continue heading north.



FEEL THE HEAT, FROSTY!

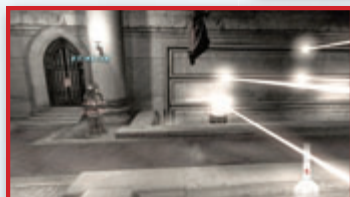


C: SECURITY CORRIDOR



The entrance platform collapses, dropping Dante to the bottom of the fan room. Defeat a couple of Mephistos that arrive on the scene, unsealing the chrono machine in the side alcove.

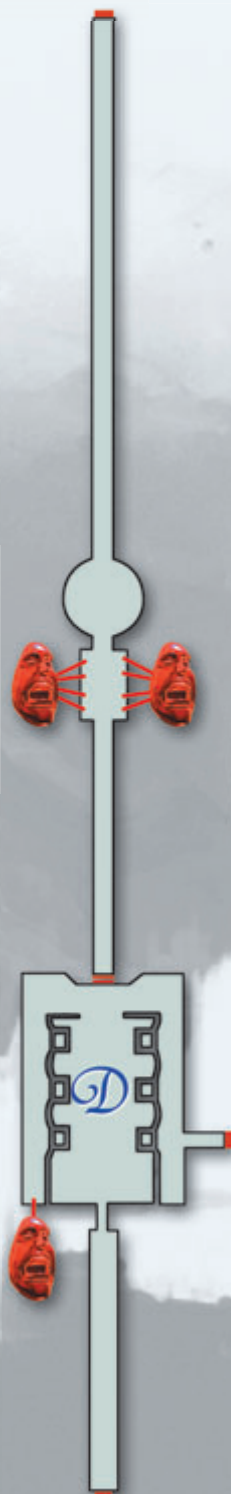
Examine the chrono device to obtain the Key of Cronus from where Nero left it. The spinning fan breaks down and stops spinning completely, providing Dante with a series of platforms he can jump to reach the doorway high above.



Move to the chrono machine in the corridor full of moving lasers and press the Jump button to examine it. Dante uses the Key of Cronus to slow the laser beams. The oncoming patterns of beams are a little different. Jump high to soar over two beams or four beams moving together, and perform only a little hop if two beams are approaching high and low simultaneously. Control the height of your jumps by only tapping the Jump button instead of pressing it.



ORDER OF SWORD H.Q. -A- 1ST FLOOR



D: GRAND HALL

PO TIME FOR METAL HEADS!
OUT OF THE WAY!



A squadron of white knights bars Dante's exit. Dante's best style for defeating them is Sword Master, which allows him to knock Bianco Angelos off their feet quite easily. Otherwise, keep rolling to their unprotected sides to attack until they are destroyed.

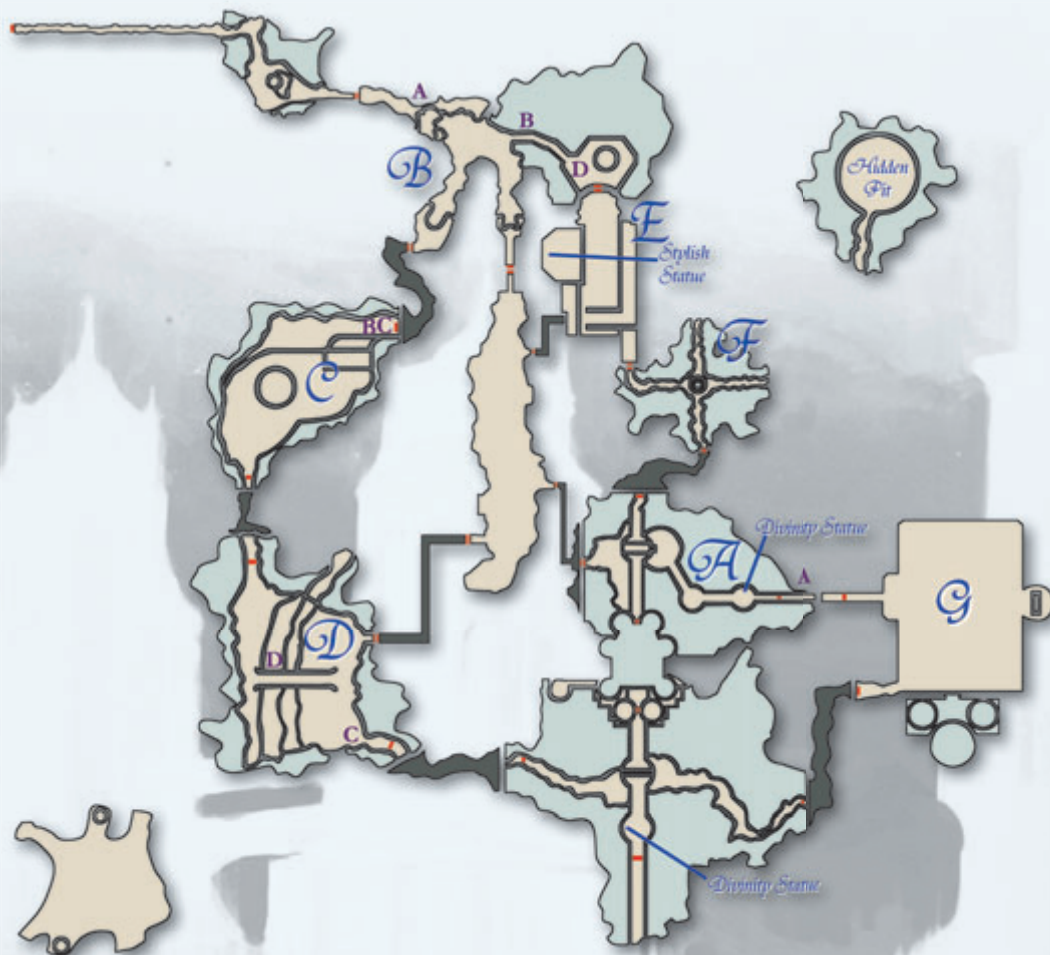


Once the room is unsealed, head outside and watch the building crumble. Cross Gran Album Bridge and enter Mitis Forest to complete the mission!



Mission 13: The Devil Returns

Mitis Forest



Map Key

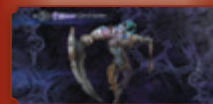
A-D Warp Clouds

Recommended Skills

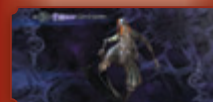
Before the mission, equip the following skills (among others) from the Power Up menu:

- Air Hike: Helps Dante jump high cliffs and aids in attacking the boss.
- Speed: Useful in rushing enemies and the boss. Speed is also good for navigating long stretches in the forest.
- Royal Guard Style Level Up 2: The defensive skills of this style prove especially effective against Assault demons.

Enemies Encountered



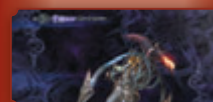
Scarecrow (Arm)



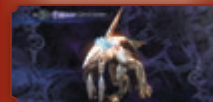
Scarecrow (Leg)



Chimera Seed



Chimera



Assault



Mephisto

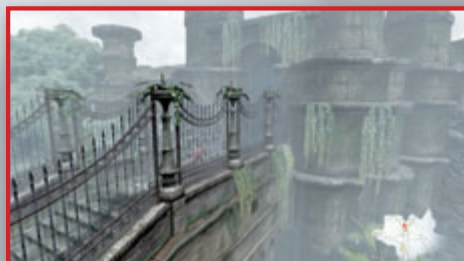


Echidna

NOTE

Echidna's power has covered several exits in Mitis Forest with warp clouds. This changes Dante's path through the forest. Follow the walkthrough carefully to navigate the quickest and best path through the forest.

A: FORGOTTEN RUINS



Starting in the Ancient Training Grounds, cross the bridge and go through the doors to the Forgotten Ruins without warping.

In the Forgotten Ruins, jump over the side of the bridge and defeat a couple Chimera Seeds before they can infect nearby Scarecrows. Dante's best strategy is to use Stinger attacks to knock them down, then try to eliminate them before they reach the Scarecrows and create Chimeras.



Go through the warp cloud blocking the eastern exit of the area to reach the north exit of the Windswept Valley.



STAY AWAY FROM THE PUPPETS, CHIMERA SEEDS!



B: WINDSWEEP VALLEY



Drop to the bottom of the valley. Dante becomes sealed inside the main area with Chimeras made from Assault demons. Defeat them carefully, using mainly gun attacks from a distance to avoid their counterattacks when downed.



After unsealing the area, go up the steps and through the east exit, which warps to the north exit of the Ancient Plaza.

THESE PLANTS COULD USE A LITTLE WATERING!



C: ANCIENT PLAZA



Instead of proceeding through the Ancient Plaza and encountering Assault demons, enter the warp cloud blocking the north exit of this area to be warped to the southeast exit of the Lapis River.



If you choose to cross the Ancient Plaza instead, then you must defeat a set of Assault demons to unseal the area. Dante's Royal Guard style is particularly effective, especially at blocking Assault projectile attacks. Continue through the south exit (as normal, without warping).

SAVE IT FOR THE RING, BLADE BREATH!

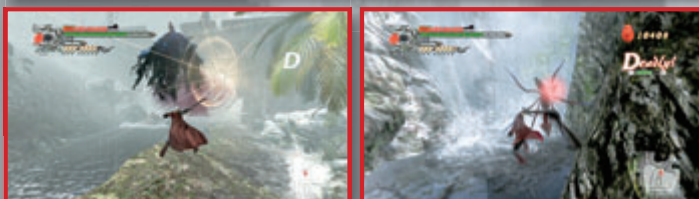


D: LAPIS RIVER

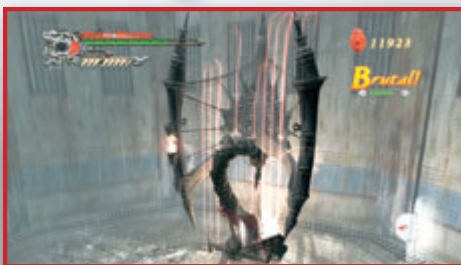


Cross through the area and protect yourself from late-arriving Mephistos. A warp cloud blocks the southeast exit. This warp carries Dante back to the north entrance of the Ancient Plaza, so do not go that way. Instead, enter the warp cloud under the bridge. This warps Dante to the east portion of the Windswept Valley. Enter the Ruined Church.

SHOW YOURSELF, GHOSTLY REAPER!



E: RUINED CHURCH

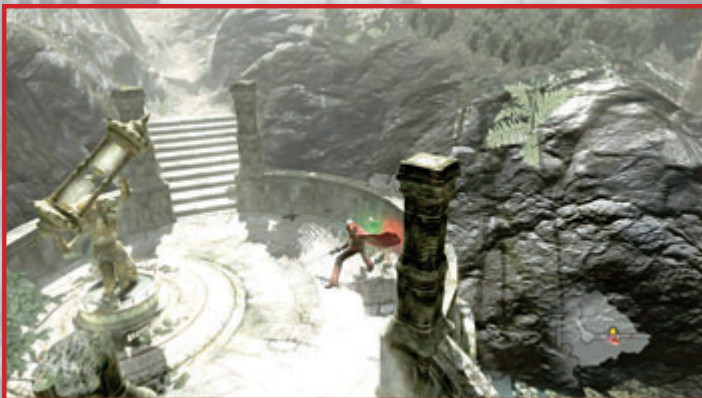


Destroy all the eggs in the side room to obtain orbs and clear a path to the Stylish statue. Dante can break this statue and obtain a Blue Orb Fragment by striking it enough times to achieve an A (Atomic!) ranking. Go through the south door to the Lost Woods (without warping).

F: LOST WOODS

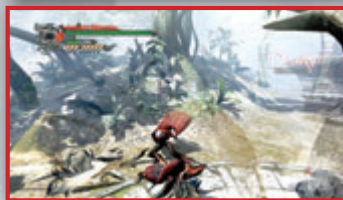
The warp points in the Lost Woods area function the same as before.

Determine the direction to exit the area by the shadow of the central monument. If the shadow is pointing west, then exit to the east. If the shadow points north, exit to the south, etc. The only difference this time is that Chimera-infested Assault demons attack the first time the area is entered. To reach the west part of the Forgotten Ruins, exit the Lost Woods to the east, then the west, then south, then south again.



When you arrive at the west portion of the Forgotten Ruins, smash the nearby eggs to obtain Green and Red Orbs. Use the Divinity Statue to change skills or purchase Blue and Purple Orbs. Then proceed west to the Den of the She-Viper.

CLEAR THE WAY!



G: DEN OF THE SHE-VIPER



Dante finds Echidna in her lair, still holding sway over the forest. Looks like he has to finish the boss battles that Nero only started!



ЕCHIDNA

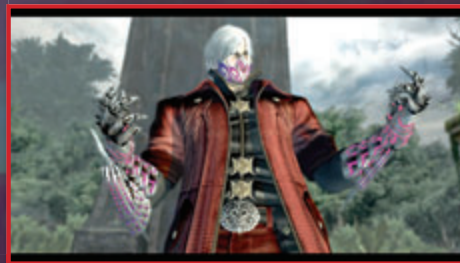


Dante must defeat Echidna without the benefit of the Devil Bringer. This factor is the only real difference in the battle.

When Echidna plants her tail in the ground and begins sprouting tentacles in a circle around her, run around the tentacles and use a Stinger attack to slide into her torso. If she bashes Dante away, continue circling her and blast away with gunfire from outside the tentacles' reach. Use side rolls to avoid tentacles as they slap the ground and whip in the air.



Switch to Sword Master style, and jump up to attack Echidna's torso by pressing the Style Action button. When she curls up and flies around the area, switch to Gunslinger style and press Style Action to hit her with rapid-fire bullets.

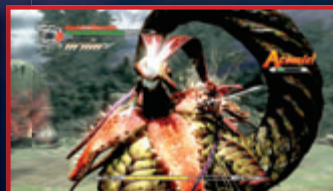
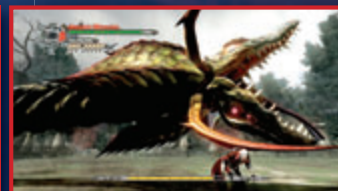


Continue attacking Echidna using these strategies until she is defeated. Dante obtains the Gilgamesh weapon, which allows him to perform magic-enhanced martial arts against enemies. Go through the unsealed southwest exit to complete the mission.



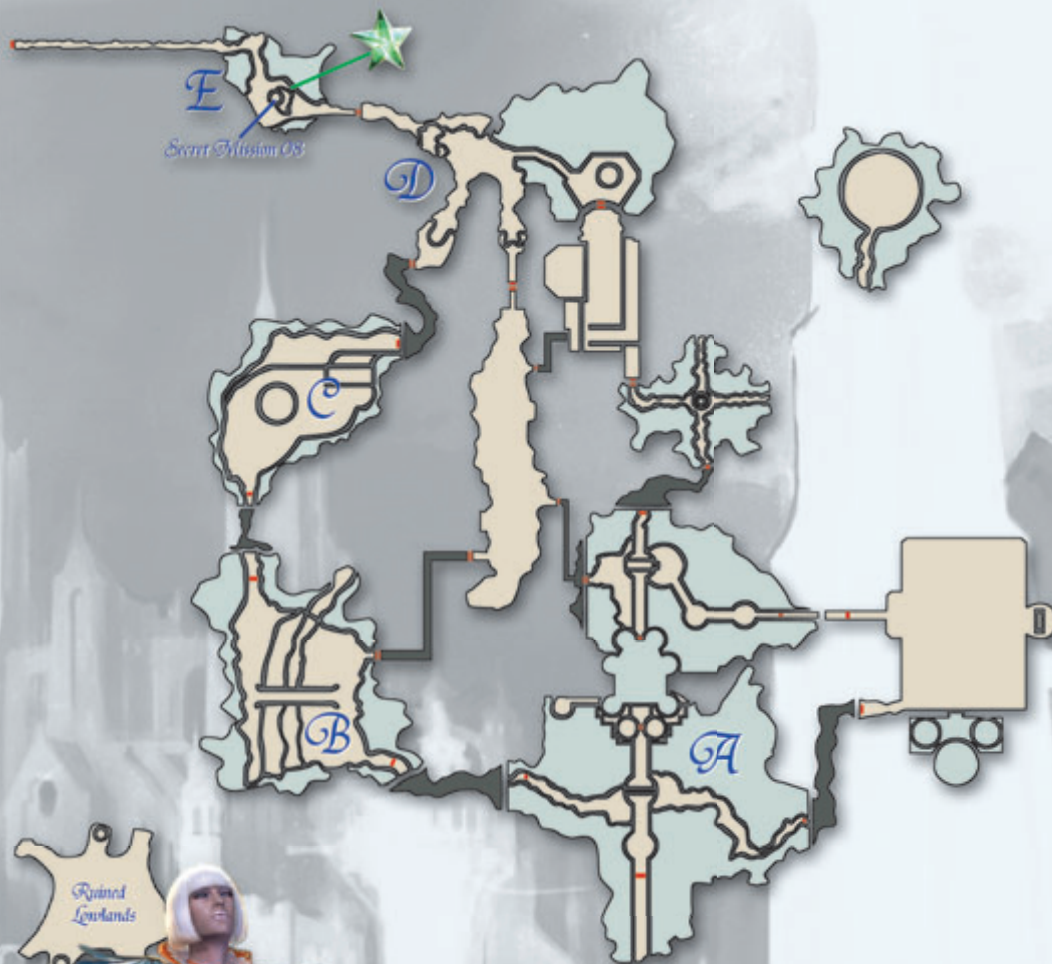
When Echidna spreads her eight legs and begins giving birth to Chimera Seeds, quickly switch to Sword Master style. Jump up and attack the birthing chute with Aerial Combos. Repeat this attack until Echidna flies away, then focus on eliminating the Chimera Seeds as quickly as possible.

TAKE THIS, MONSTER MOM!



Mission 14: Forest of Ruin

Mitis Forest



Map Key



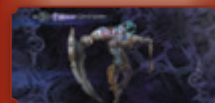
Vital Star M

Recommended Skills

Before the mission, equip the following skills (among others) from the Power Up menu:

- Sword Master Style Level Up 4: Extremely effective in raising the Stylish rank in every battle.
- Royal Guard Style Level Up 3: Helpful in completing a secret mission and in fighting Assaults.

Enemies Encountered



Scarecrow (Arm)



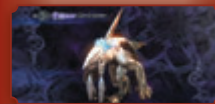
Scarecrow (Leg)



Chimera Seed



Chimera



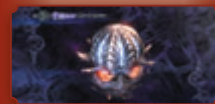
Assault



Mephisto



Faust



Fault: When blue, star-shaped patterns appear beneath Dante, quickly jump away. Otherwise, this creature teleports Dante to the Ruined Lowlands for a penalty battle.

A: ANCIENT TRAINING GROUND



Now that Echidna's influence over the forest is swayed, Dante can proceed as normal. However, newly appearing creatures called Faults make walking a straight line difficult. Faults materialize beneath Dante's feet, forming a blue, star-shaped pattern. Move off the star before the Fault becomes fully opaque, or its mouth clamps shut around Dante from below. If Dante is captured, the Fault transports him to the

Ruined Lowlands area, where he must defeat an enemy set to reveal the exit and return to his previous location. Faults can be killed to obtain a Green Orb. But because endless Faults appear in each area, trying to kill all of them is pointless.

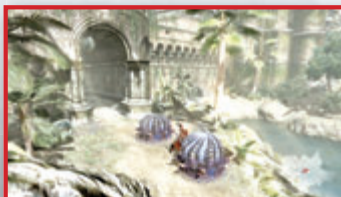


Proceed under the bridge, heading west. Dante becomes sealed inside the area with a couple of Scarecrows and Chimera Seeds. Quickly knock down both Chimera Seeds before they merge with the Scarecrows to form Chimeras. Defeat all enemies to unseal the area, and proceed west.

Tip

THE EASY WAY TO AVOID BEING CAPTURED BY A FAULT IS TO MOVE AROUND CONTINUOUSLY. IF YOU NEED TO STOP AND LOOK AROUND THE ENVIRONMENT, BE READY TO JUMP AWAY WHEN A FAULT APPEARS. IF YOU MUST STOP FOR A FEW MOMENTS, BE SURE TO OPEN THE PAUSE MENU TO AVOID FAULT CAPTURE.

STAND ASIDE, SEEDLINGS!

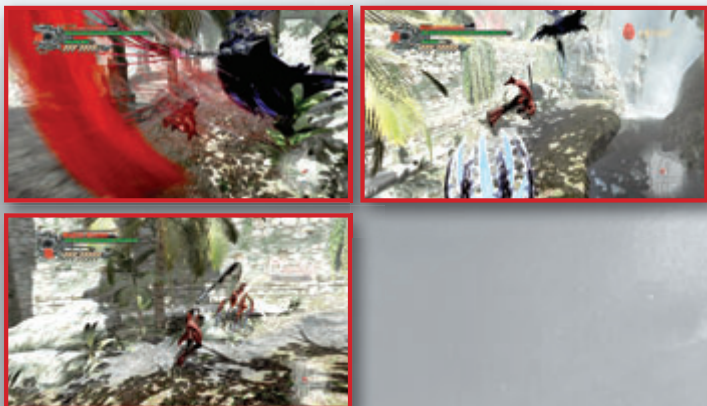


B: LAPIS RIVER

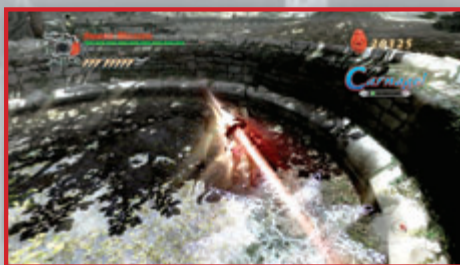
Proceed a few yards into the area. All exits become sealed, and Dante must defeat Mephistos and a Faust to proceed. After clearing out the floating enemies, avoid being captured by Faults in the area and make your way to the northwest exit.



WHAT FLOATING GHOSTY IS A MATCH FOR DANTE?!



C: ANCIENT PLAZA



Defeat a set of Assault demons to unseal the area. Faults appear regularly in the area, so the best strategy this time around is to jump in the air and fire your guns from above. Proceed to the northeast exit when you are able.

HANG TIME!



D: WINDSWOPT VALLEY

Dante becomes sealed in the central area and must avoid the clutches of Faults while destroying a set of Chimera-infected Scarecrows and Assaults. When the enemies are defeated and the area is unsealed, jump up the cliff ledges to reach the north exit.



CLIFFS OF CHAOS!



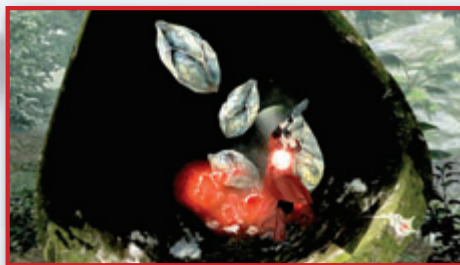
E: FOREST ENTRANCE



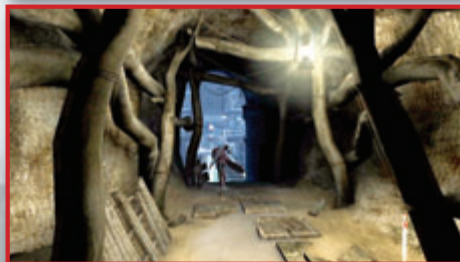
Engage Devil Trigger and slash away at the striking crystal repeatedly with Sword Master style active to release a huge number of Red Orbs.



Examine the demon scroll posted inside the gazebo to enter Secret Mission 08: Royal Blocker. The objective of this mission is to use Royal Block five times. Switch to Royal Guard style, and press the Style Action button at the exact moment one of the Mephistos attacks. Pressing the button too early or too late does not count. Block five attacks to clear the mission and obtain a Blue Orb Fragment.

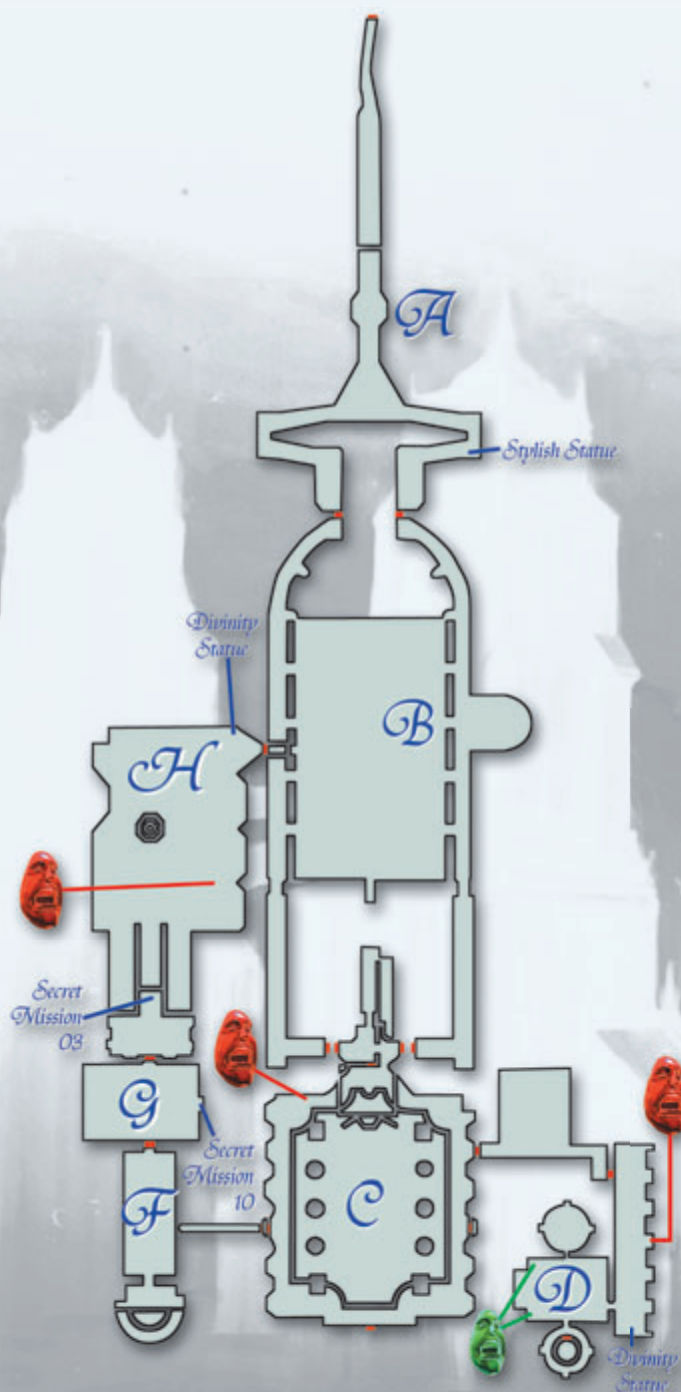


Inside the hollowed-out log with lots of demon eggs, jump up through the hole above Dante's head to find a Vital Star M. When finished in this area, head through the long tunnel back to Fortuna Castle to complete the mission.



Mission 15: Fortuna Castle

FORTUNA CASTLE 2ND FLOOR



Map Key



Hidden Red Orbs

Green Orb

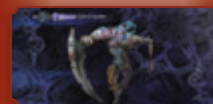


Recommended Skills

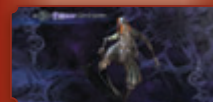
Before the mission, equip the following skills (among others) from the Power Up menu:

- Speed: Allows Dante to cross long hallways faster and makes it easier to keep up with Dagon.
- Charge Shot 3: Apply this skill to your firearm of choice to help against Blitz enemies.

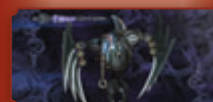
Enemies Encountered



Scarecrow (Arm)



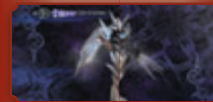
Scarecrow (Leg)



Mega Scarecrow



Bianco Angelo



Frost



Blitz: Use guns to attack until the Blitz stops glowing, then use melee combos. When the Blitz glows red, take evasive maneuvers while shooting!



Dagon: Bael's dark-skinned brother comes to pay Dante a visit. Side roll to avoid his attack, and counterattack from his sides until he is defeated.



A: FORIS FALLS



Ascend the eastern stairs, and attack the Stylish statue on the mid-level. Keep striking it to raise Dante's Stylish gauge and raise it to SS (Smokin' Style!) rank. The statue shatters and yields a Blue Orb Fragment to Dante.

B: CENTRAL COURTYARD

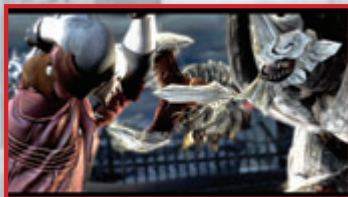
Crossing the upper level of the castle grounds, Dante encounters a new enemy called a Blitz. Striking these creatures with a melee attack while they glow inflicts shock damage to Dante. Use only guns to attack them while they glow and zip around the area like lightning bolts.



When the creature's glow barrier breaks with an audible crashing sound, use melee attacks to soften it up. When the Blitz's health drops to critical level, it glows red. Avoid melee attacks again, and start using Charge Shots to finish it off more quickly.



BLITZING WITH THE BEST!

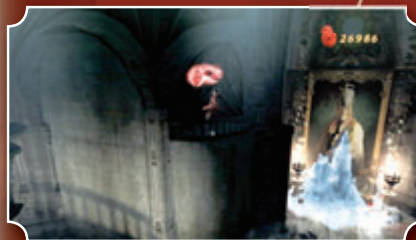


C: GRAND HALL

Icy barriers prevent Dante from entering the secret room behind the portrait and block the entrance to the Torture Chamber. He cannot jump to the level below. The only way forward is to visit the Gallery to the east.



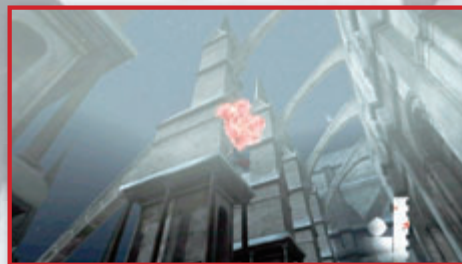
Tip



DANTE CAN REACH A CACHE OF HIDDEN RED ORBS THAT PERO COULD NOT. MOVE TO THE AREA WEST OF HIS HOLINESS'S PORTRAIT AND ENGAGE DEVIL TRIGGER. PERFORM A TRIPLE JUMP TO LAND ON THE TOP OF THE

BALCONY HIGH ABOVE. STAND THERE MOMENTARILY TO RELEASE A CLOUD OF HIDDEN RED ORBS!

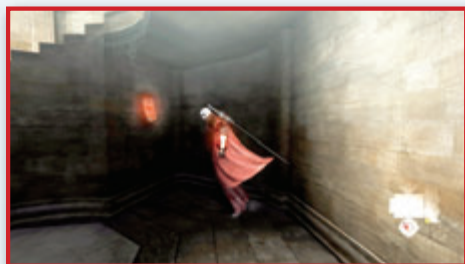
D: LIBRARY



Remember to jump to the top ledge of the third column down on the left to obtain hidden Red Orbs.

Enter the reading room and defeat a squad of Bianco Angelos to unseal the room. The north room is sealed off, but the south room is now open. Slash up the striking crystal in this room while in Devil Trigger to get several Red Orbs.



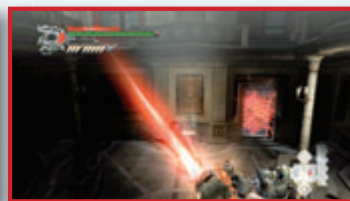
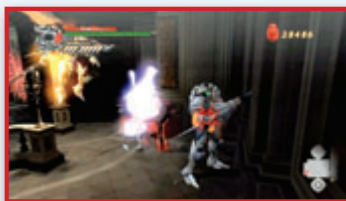


Drop to the bottom of the spiral stairwell to find a door. A demon scroll is posted on the wall in the niche next to the door. This allows Dante to take on Secret Mission 09: Unbreakable. The objective of this extremely straightforward mission is to defeat all the enemies without being captured by a Fault. Make things even easier by immediately killing all of the Chimera Seeds to prevent the creation of Chimera Assaults. When finished

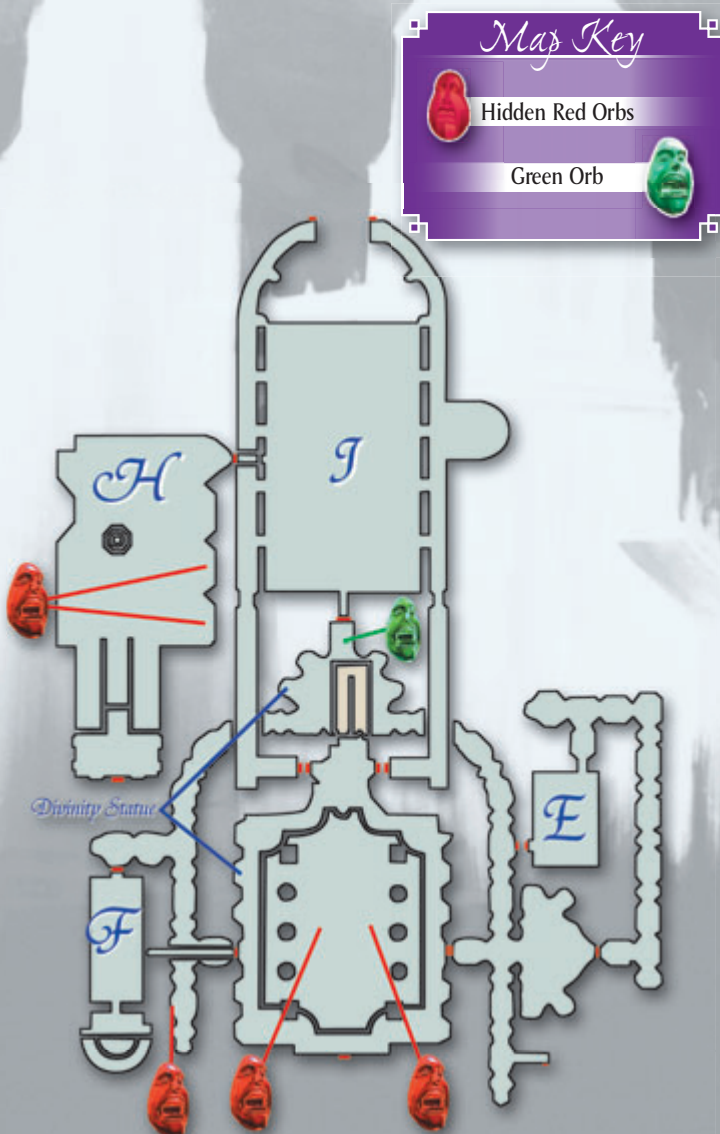


with the secret mission, go through the doorway at the bottom of the stairs.

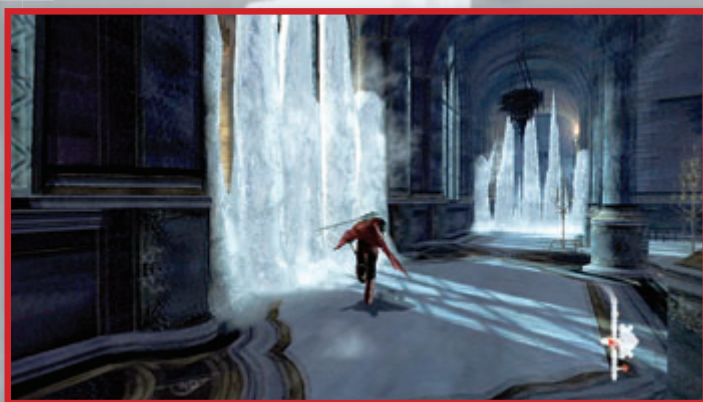
JOUSTING IS ALL IN THE WRIST!



FORTUNA CASTLE 1ST FLOOR



E: DINING ROOM



Dante emerges in the southeast corner of the Large Hall. Ice walls block the routes to the north and into the Grand Hall, so head through the east door into the Dining Room.

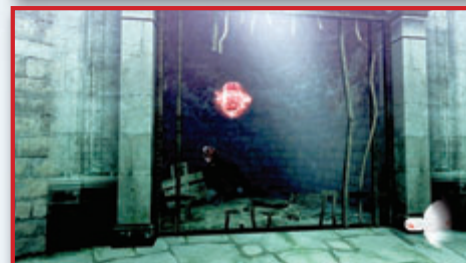
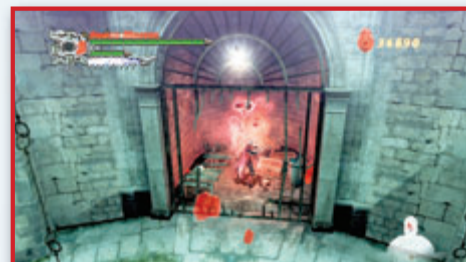


Follow the corridor north into the eating area. Dante must defeat a large set of Scarecrows and Mega Scarecrows to continue. Afterward, follow the Large Hall to the western side of the castle, and enter the Torture Chamber.

THE KITCHEN IS CLOSED!



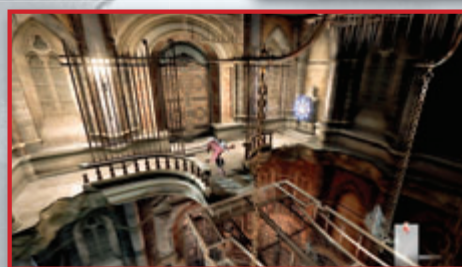
Before leaving the Spiral Well, use the red bounce seals to collect Green Orbs and hidden Red Orbs in all the usual places. Strike the crystal on the blue level to obtain hundreds of Red Orbs.



F: TORTURE CHAMBER



Defeat several Frost enemies to unseal the south archway of the room. Drop into the Spiral Well, and strike the blue dial in the northern cell to activate a blue bounce seal at the bottom of the room. This seal flings Dante all the way up to the second level of the Torture Chamber.



Cross the bridge on the upper level of the Torture Chamber and enter the Master's Chamber.

TORTURING FROSTS IS FUN!



G: MASTER'S CHAMBER

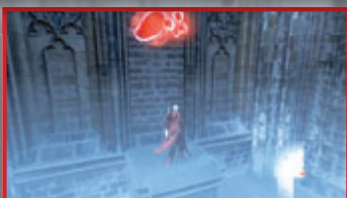
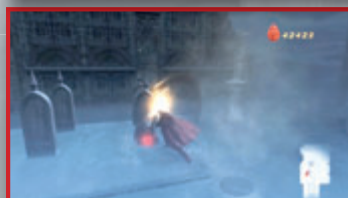


Defeat a small set of Scarecrows, and a Blitz appears. Defeat this creature to unseal the doors of the room.

WHO'S THE MASTER, NOW?



H: SOLDIER'S GRAVEYARD



Destroy all the statues and icicles in this area to obtain hidden orbs. Jump onto the platform set against the east wall to gather more hidden Red Orbs.



Examine the demon scroll in the nook below the south staircase to challenge yourself to Secret Mission 03: Nonviolent Resistance. Increase Dante's Stylish meter by using Royal Guard. To raise the rank,

activate Royal Guard at the exact instant an enemy attacks. When the Stylish meter reaches C (Carnage!) rank, the Blue Orb Fragment appears. Claim it to clear the mission.

I: CENTRAL COURTYARD

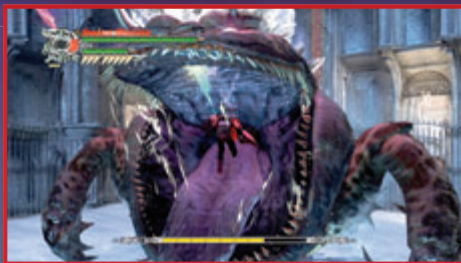


Dante encounters red-glowing nymphs. Enchanted by their frolicking, he barely avoids being eaten by Bael's brother, Dagon!

DAGON



The only strategy Dante can use is to avoid Dagon's attacks, leap up to slash the icicles on his forehead, and shoot him repeatedly from long range.



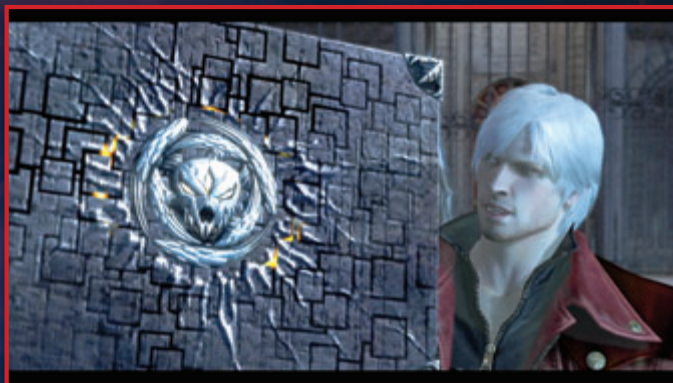
Dagon fights identically to Bael, with ice breath, leaping attacks, and attempts to swallow Dante whole. If swallowed, engage Devil Trigger to be released immediately.



As Dagon's health begins to wane, he occasionally freezes up. Strike the Rusalkas dangling from his head during this time to obtain Green Orbs. When Dagon shakes off the ice, quickly side roll to avoid being eaten.



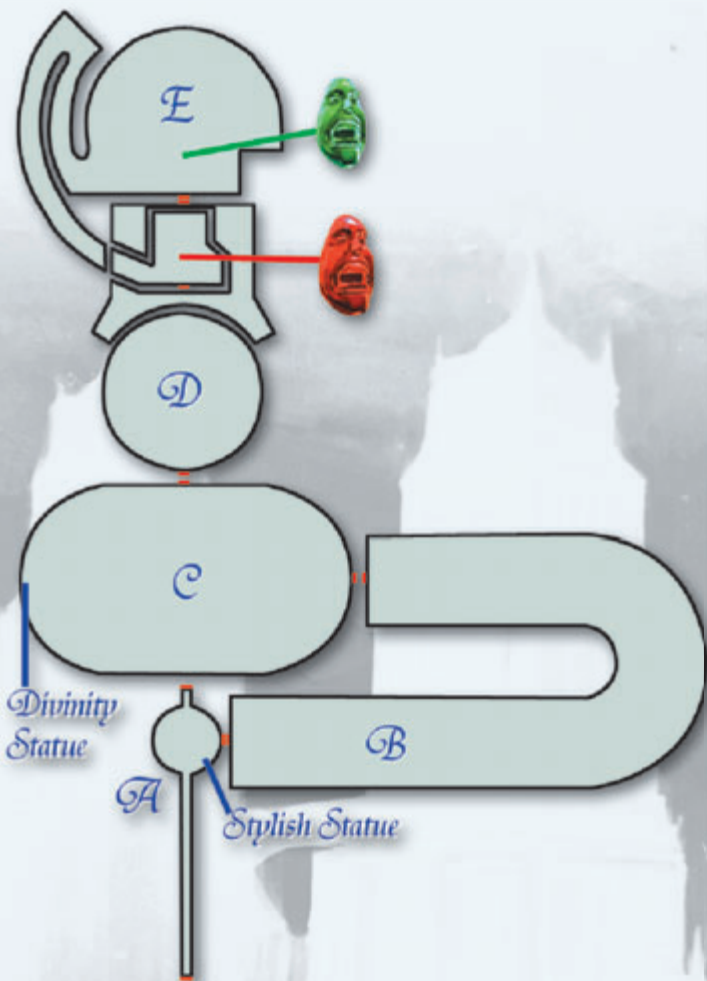
Because Dante cannot seize either of the Rusalkas and pull Dagon out into the open, he can only slash away at them when Dagon hides. Avoid allowing either Rusalka to seize and freeze Dante, or he becomes a vulnerable snack for Dagon.



After the battle, Dante obtains the amazing Pandora. Unfortunately, the ground breaks open and he falls into the Underground Laboratory!

Mission 16: Inferno

FORTUNA CASTLE BASEMENT 3

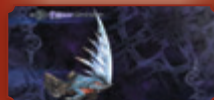


Recommended Skills

Before the mission, equip the following skills (among others) from the Power Up menu:

- Stinger 2: Especially effective against Cutlasses and Gladii.
- Gunslinger Style Up Level 4: This upgrade enables all of Pandora's attacks, making the weapon extremely versatile.

Enemies Encountered



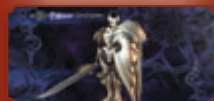
Cutlass



Gladius



Bianco Angelo



Alto Angelo



Basilisk: Use the shotgun to blast them off their haunches and out of the air, while moving in closer to apply melee attacks.



Berial



A: UNDERGROUND LABORATORY



At the bottom of the shaft is a Stylish statue. Strike the statue and raise the Stylish gauge to level S (Smokin') to obtain a Blue Orb Fragment.



Unfortunately, level B3 is filling with poisonous gas. So the longer it takes you to raise the Stylish gauge, the more life you lose. Pick up Green Orbs in this area and the next to replenish your diminishing life.

B: R & D ACCESS



Defeat the Cutlass demons by blasting them rapidly with Ebony & Ivory to hold them in place. Quickly shoot forward with a Stinger attack to stun them, causing them to flop out on the floor. Rapidly slash them to pieces while they are stunned. Regain lost health by gathering the Green Orbs in the chamber before continuing.



C: GAME ROOM



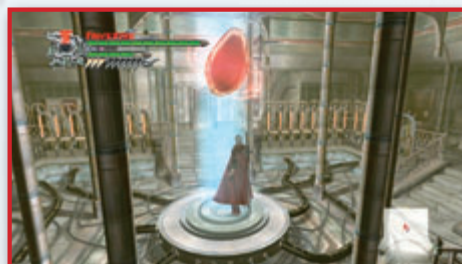
Dante refuses to play the demons' game. As punishment for destroying the die, swarms of Gladii appear. Shoot them with Pandora to blow them out of the sky quite easily, especially when they are hovering.



D: CONFINEMENT ROOM



Dante becomes sealed inside the test chamber with a horde of Gladii and several Bianco Angelos. Focus on defeating the white knights at first, using sword slashes or Gilgamesh punches to defeat them. The Gladii tend to get in the way, only to fall on Dante's steel.



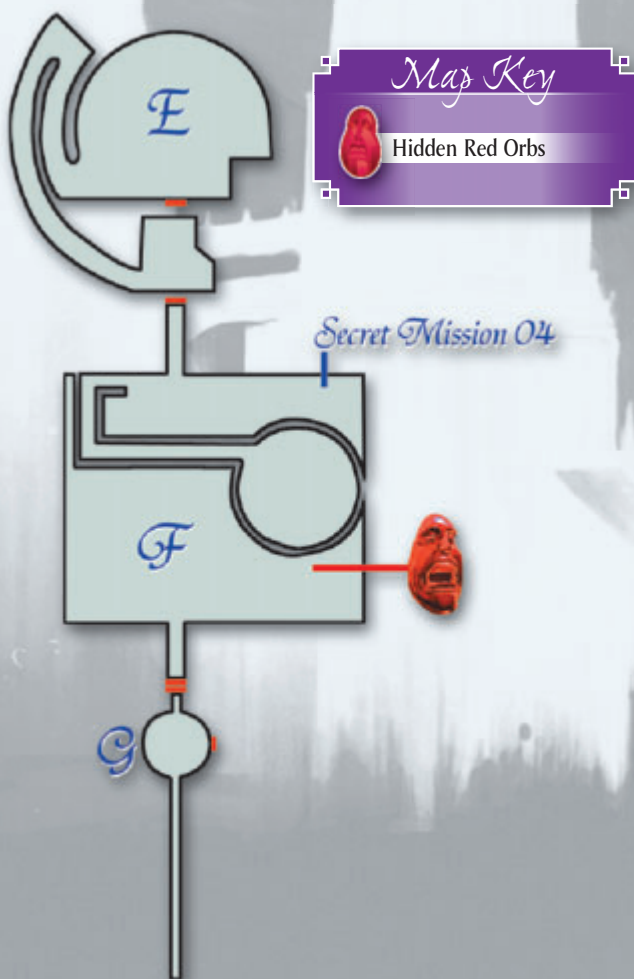
When the area becomes unsealed, jump up into the laboratory. Stand on the pad where Yamato was once held captive to reveal a cloud of hidden Red Orbs.

E: FORIS FALLS



Dante finally finds a poison-free area. Recharge with the Green Orb standing a few feet away, then head upstairs and enter the Angel Creation area.

FORTUNA CASTLE BASEMENT 2



F: ANGEL CREATION



Take out a group of Bianco Angelos. Pandora is highly effective at destroying the shields of white knights standing on the ground, especially when the PF398: Revenge skill is used!



Head across the raised platform dividing the area, then drop out of the knight-making chamber to the south part of the room. Defeat a nasty and large set of Bianco and Alto Angelos to unseal the area and move on.

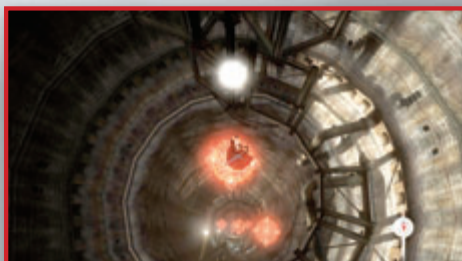


Tip

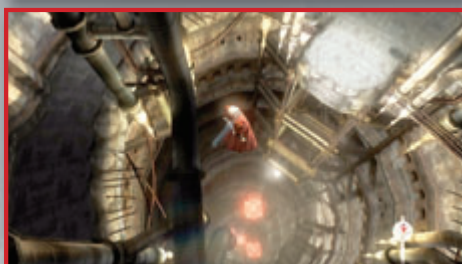


REMEMBER THAT A LARGE HIDDEN CACHE OF RED ORBS CAN BE FOUND BY STANDING NEAR THE CONTROL PANEL ON THE EAST SIDE OF THE ROOM.

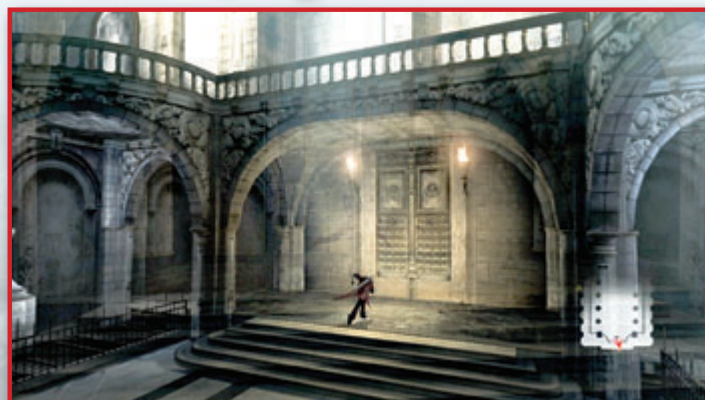
G: UNDERGROUND LABORATORY (B2)



No longer suffering the effects of the poison, use the red bounce seals to rise up to the B1 level.



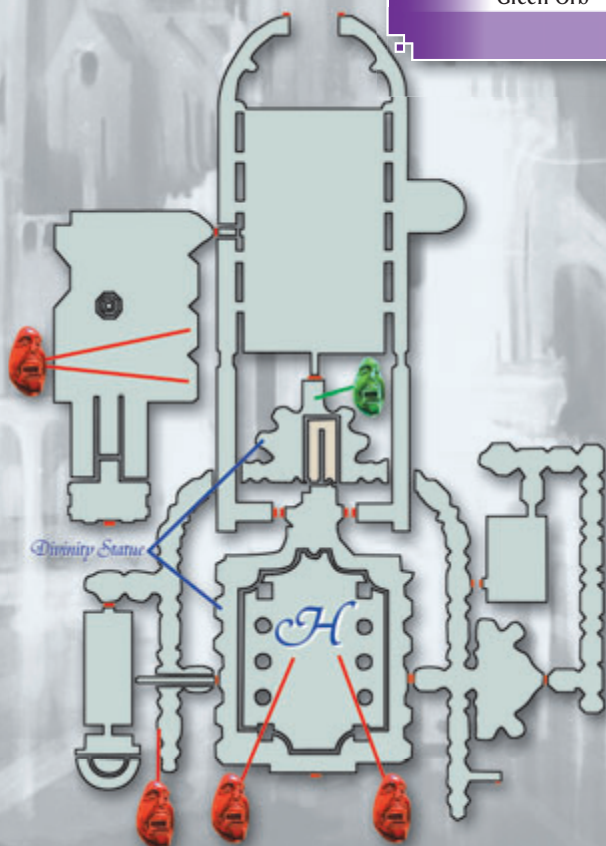
H: GRAND HALL



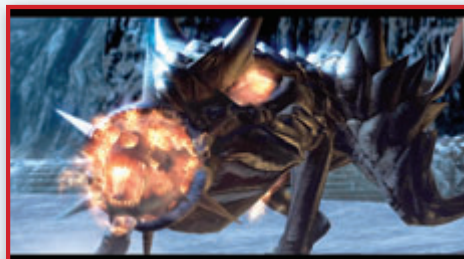
Dagon's spell has lifted, and the Grand Hall is no longer mired in ice. Destroy all the furniture in the Grand Hall to reveal hidden Red Orbs. Head out the front doors of the castle to the exterior.

LAMINA PEAK

FORTUNA CASTLE 1ST FLOOR



I: FORTUNA CASTLE GATE



Cross the bridge heading south to encounter a new type of monster: Basilisks. These fire-breathing hounds have biting and projectile attacks. They are capable of midair combos, making them quite dangerous to someone like Dante. The Coyote-A is the recommended weapon for dealing with them until you can get in close, and then use a melee weapon. Try not to get too carried away with a combo while other Basilisks are nearby, or they may ambush you.

Tip



PANDORA ALSO HAS AN ATTACK THAT IS HIGHLY EFFECTIVE AGAINST BASILISKS, WHEN GUNSLINGER STYLE IS LEVEL 3 OR HIGHER. HOLD LOCK-ON, MOVE AWAY, AND PRESS STYLE ACTION TO TRANSFORM PANDORA INTO A MASSIVE, SPINNING BOOMERANG THAT YOU CAN THROW AT THEM!

Destroy every thin column in the area to obtain Green Orbs, and jump onto the platforms atop two of the columns in the area to obtain hidden Red Orbs.

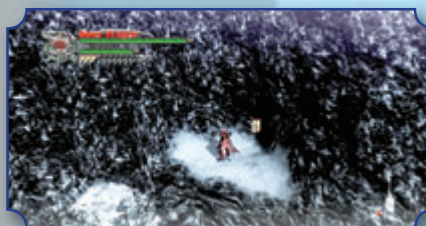


Head to the southwest corner of the area and jump up through the falling archway. Continue running and jumping the gaps in the slopes and stairs leading back to the upper level.

Defeat another smaller set of Basilisks, and continue following the ridge back to the mining caves.



NOTE



A secret ledge is located at the southwestern landing between broken staircases. To reach it, you must Devil Trigger and use Air Hike to triple jump

up onto the ledge. The camera angle will not change unless you actually land on the ledge. On that ledge is located another demon scroll, providing a gateway to Secret Mission 11: Point of Impact.



The objective of this Secret Mission is to destroy two horse statues on the Gran Album Bridge within 30 seconds. The only way to accomplish this is with the Speed

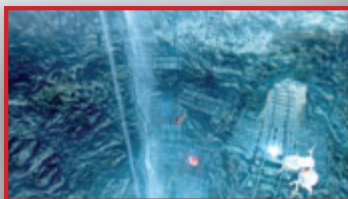
and PF398: Revenge abilities equipped. Run to the bottom of the north stairs, fire PF398: Revenge north, and one horse statue should be obliterated.

Quickly turn around and run south through the circular platform and into the building. From just inside the entrance, fire PF398: Revenge through the south



doorway to destroy the second horse statue. Missing the shot or shooting the doorway by accident could mean mission failure!

J: SECOND MINING AREA



Head through the mine cart area, drop to the bottom of the shaft, and follow the tunnel. Smash the boards blocking the western branch of the tunnel, and slash up the striking crystal while in Devil Trigger mode to gather a whole bunch of orbs. Use the Divinity Statue

near the exit to acquire additional skills, as well as a Blue Orb or Purple Orb.

CASTLE TOWN OF FORTUNA



K: FERRUM HILLS



Dante stumbles upon Berial, humbly gazing upon the havoc-wreaking Savior. Too hot to stop now, Dante promises the massive demon a quick death!

BERIAL



Without the ability to grapple Berial's horns, Dante must run behind the ruler of the Fire Hell, jump up, and perform Aerial Combos to the back of his head. Repeat this attack until Berial's fires go out, at which point a strong combo delivered to Berial's legs has the possibility of knocking him to the ground. Attack his head while he is down, and quickly leap away as he re-ignites his bodily flames with a powerful blast.



Pandora is also extremely effective, especially when Berial is momentarily stationary and you can input the movement control combos to activate PF398: Revenge. The

PF422: Grief attack is also a long-range attack with decent damage, if you do not mind switching back and forth between Sword Master and Gunslinger styles as needed.

Continue attacking Berial and avoid his sword slash counters with well-timed Side Rolls and jumps. Although Dante has a slightly more difficult time with this monster, he is still as weak as he was against Nero.



As Berial's ashes spread across the Ferrum Hills, Dante obtains the melee weapon called Lucifer. This weapon throws exploding magical daggers in all directions, tying up enemies and killing them in the most painful manner. Collect the Red Orbs that Berial leaves behind, then head down the stairs to the exit to complete the mission.

Mission 17: Adagio for Strings

CASTLE TOWN OF FORTUNA



Map Key



Hidden Red Orbs

Green Orb



Blue Orb Fragment

Gold Orb



Recommended Skills

Before the mission, equip the following skills (among others) from the Power Up menu:

- Air Hike: Needed to reach a Blue Orb Fragment.
- Charge Shot 3: Set on the weapon of choice. Invaluable against Faust and white knights.

Enemies Encountered



Scarecrow (Arm)



Assault



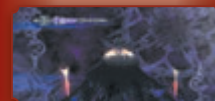
Scarecrow (Leg)



Mephisto



Mega Scarecrow



Faust



Bianco Angelo



Basilisk

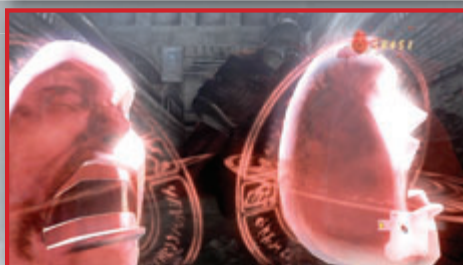


Alto Angelo



Angelo Agnus

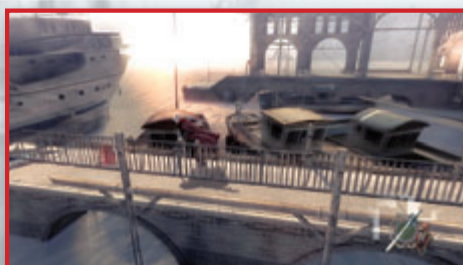
A: FIRST MINING AREA



Pick up the Green Orb standing beside the Stylish statue (which Dante cannot use), and drop into the lower part of the room. Remember to pick up the six large Red Orbs in the aqueduct, and then continue to the next area.

B: PORT CAERVULA

Cross the drawbridge and head for the pier until the large wooden platform becomes sealed. Defeat a set of Scarecrows while building up the Stylish gauge. That way, when the Alto and Bianco Angelos appear, you can raise the bar even higher by engaging Devil Trigger and chopping them all to bits.



Claim the large Red Orbs at the edge of the pier and hovering high up the stone wall beside the exit passage.

C: RESIDENTIAL DISTRICT

Head through the passage until Dante becomes sealed inside an area with a large and difficult enemy set. A recommended strategy is to take the battle up to the rooftops, allowing you to focus on the Mephistos while the Assaults attempt to catch up.



After unsealing the area, break the produce crates and trash cans to acquire Red Orbs, and attack the striking crystal in Devil Trigger mode to obtain thousands more Red Orbs. Ascend the stairs and continue through the door.

D: BUSINESS DISTRICT/TERRACE



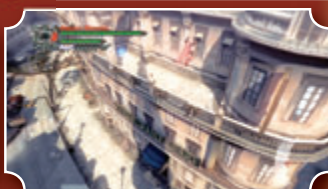
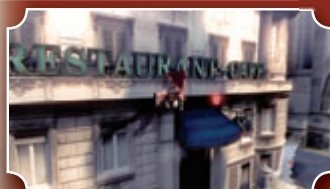
Dante must travel the city area on foot. Head up the street until the Devil Hunter becomes sealed in a small section of the street with Scarecrows, Mega Scarecrows, and Basilisks. This set of enemies can be tricky to deal with. Eliminate the Mega Scarecrows before the Basilisks appear, and things go much smoother.



With the path to the south unbarred, continue moving down the street, smashing garbage cans and benches to obtain hidden Red Orbs.

ABOUT HALFWAY DOWN THE STREET ON DANTE'S LEFT, NOTICE

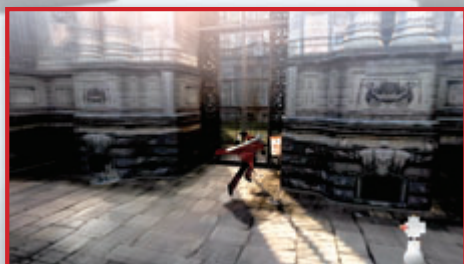
Tip



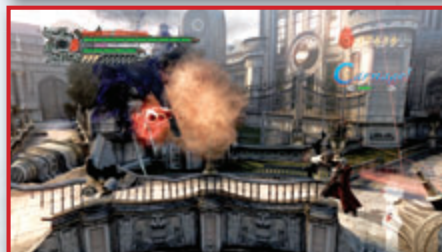
A SMALL RED ORB HOVERS ABOVE THE RESTAURANT-CAFÉ'S AWNING. JUMP TO THE AWNING TO ACQUIRE THE ORB. THE CHANGE IN CAMERA ANGLE SHOWS A BLUE ORB FRAGMENT ON THE LEDGE ABOVE! TO REACH IT, ENTER DEVIL TRIGGER AND TRIPLE-JUMP UP THE WALL TO LAND ON THE BALCONY.

E: OPERA HOUSE PLAZA

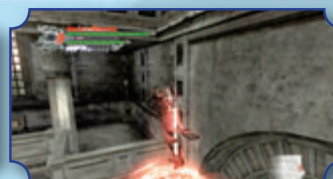
Head to the right from the entrance, and destroy a small garbage can near a fence to reveal a hidden demon scroll. Examine this scroll to undertake Secret Mission 12: Steeplechase. The objective is to get through the laser array in the Security Corridor, without the help of the Key of Cronus. All we can recommend is to start into the array when you can walk for several feet without having to jump, such as when two beams are approaching up high. Use Air Hike to double-jump over beams that are three high. If you make it to the midpoint of the array, use Devil Trigger and triple Air Hikes to clear the rest!



When you're ready to move on, head into the wrecked fountain area to encounter a set of Mephistos, Alto Angelos, and a Faust. Keep the shotgun blasting as you jump repeatedly out of harm's path.



NOTE



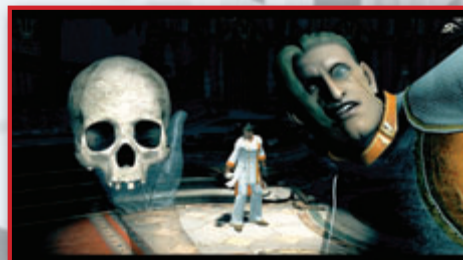
At this point, you may either enter the Opera House or head through the Storehouse and Cathedral areas to reach a Gold Orb on the terrace.



Inside the Cathedral, you must Devil Trigger and then triple-jump from the mid-level landing of the stairs over to the southeast balcony. Go to the ledge facing north, and perform another triple-jump in Devil Trigger. Then, go out to the terrace and claim the Gold Orb!

F: OPERA HOUSE

Dante squares off against the Order's scientist, Agnus. The first round: a Shakespearean acting showdown! Once the two decide that theatrics is not going to settle it, all that is left is guts and guns...



ANGELO AGNUS



Agnus also attacks with the Cutlasses by summoning them to pop out of the ground directly below Dante. He seems content to repeat this defensive attack until the end of the battle. Therefore,

Devil Trigger and use the Coyote-A to blast him down to ground level. Then quickly switch to Sword Master and melee attack him repeatedly to drive his health down. If you manage to get his health down to a sliver, quickly blast him into next week before he has a chance to go berserk. If Agnus turns red, he becomes more difficult to chase. Finish him off quickly!

Agnus changes tactics against Dante, summoning Basilisks and Cutlasses to do his bidding. When he summons Basilisks, ignore them and perform Aerial Combos against Agnus in Sword Master style. Just stay on him and keep chopping away, and you should be able to lower his health by half right away!



Once Angelo Agnus's health drops below half, he begins summoning Cutlasses. The creatures do not act independently. Instead, Agnus wields them like dual blades and begins spinning like a top. As Agnus approaches, break off attacking and run along the outer edge of the room to avoid damage. When Agnus breaks off and throws the Cutlasses into the ground, resume attacking him with combos in midair.



After the battle, a portal opens in the center of the Opera House floor. Step on it to descend into the depths and reclaim Yamato, completing the mission.

Mission 18: The Destroyer

Enemies Encountered



Bianco Angelo



Alto Angelo



Fault



The Savior: Destroy the crystals mounted on its body to make it vulnerable, then blast away with Charge Shots and Yamato!

Recommended Skills

Before the mission, equip the following skills from the Power Up menu:

- Air Hike: Helps Dante to hurdle large pieces of debris on the floating platforms.
- Trigger Heart: Dante needs to conserve Devil Trigger power throughout the battle.
- Ebony & Ivory Charge Shot 3: The Savior is typically out of range for the Coyote-A, and Pandora is too inflexible. Dante's twin guns do the trick, albeit more slowly.
- Gunslinger Style Level Up 4: Unleash the true powers of Ebony & Ivory against the boss.
- Sword Master Style Level Up 3: Lesser demons that occasionally appear need to be dealt with efficiently.
- Royal Guard Style Level Up 2: Helps to block The Savior's melee attacks.

Yamato Combo S: Press Style Action three times. Dante strikes opponents and projectiles with the sword and scabbard.

Aerial Rave V: In midair, press Style Action three times.

Slash Dimension F: On the ground, press Lock-on + forward + Style Action.

Slash Dimension C: On the ground, press Lock-on + away + Style Action.



Dante starts the encounter on the lowest of a series of floating platforms, all arranged in a ring around The Savior. The Savior is out of range from this platform. However, if you stay here, The Savior throws large blue spheres at Dante. These damage on contact, but also can be shot out of the air, yielding White Orbs. Use this technique to replenish your Devil Trigger gauge quickly throughout the battle.



The objective of the preliminary is to get close enough to the blue gems on The Savior's body to destroy them with Yamato. Step on the blue bounce seal on the starting platform. Dante is thrown to another suspended platform on the far right. Although Bianco Angelos appear, ignore them for the moment. The Savior soon wipes them out by smashing its right elbow and left palm on the platform.



NOTE

Remove most of the melee weapon skills in use, as The Savior remains out of striking range for most of the battle.

SKY ABOVE FORTUNA



Dante must engage The Savior in a preliminary battle before the true boss fight can begin. A brief message at the mission outset explains that Dante can unleash the power of Yamato through the new Dark Slayer style. To engage Dark Slayer, press the Sword Master button twice. Use the Style Action button to use Yamato in battle, utilizing the following moves:



When The Savior slaps its left palm flat on the surface, jump onto the back of its hand. Race up its arm, Devil Trigger, and strike the blue gem on its forearm with Yamato. Continue striking it until it audibly shatters, and you can see white marble beneath the gem's remains. Continue up The Savior's arm to the shoulder, and destroy another blue gem there. The Savior attempts to swat Dante away like a pesky fly, so use Air Hikes to avoid its swats and swipes.



After destroying the two crystals on its left arm, The Savior drops Dante onto a suspended platform with two bounce seals. Jump on the one to the left side of the screen to be thrown to a platform with stairs. Quickly jump on the nearest bounce seal to land on a metal grill platform. Jump onto the bounce seal on this platform to zoom over to a two-story platform with a device attached to a blue dial.



Strike the dial to activate the device. When The Savior strikes its right elbow on the device, the creature is stunned. Quickly run up the right arm and destroy the two gems in Devil Trigger mode. If the creature hits the device with its left palm instead, wait patiently on the platform until The Savior comes to and attempts to strike with its right elbow.



The Savior drops Dante on the low platform once again. The other suspended platforms have rearranged themselves. This time, jump on the bounce seal to the right to reach the iron platform. Quickly bounce from

there to a platform with a stunning device. Stun The Savior so either arm flops on the platform. Jump onto the arm, but stay on the forearm this time. Target the crystal on its forehead and blast away with Ebony & Ivory, using Charge Shots or Devil Trigger to destroy the gem.



The Savior swoons for a moment, but the battle resumes. From the usual starting platform, jump on the pad to the right. Continue bouncing from one platform to the next until you reach the two-story platform. The machine on this platform has transformed into a huge cannon. Quickly activate the blue dial on the device to knock out The Savior. He crashes into the platforms in a pose that exposes several new gems for destruction.



Jump on the blue bounce pad to the right to be thrown to a platform where the blue gem on its shin is exposed. Devil Trigger; jump up, and use Yamato's Aerial Combo to destroy the crystal.



Jump on the next bounce seal to travel to a platform where the right arm lies in repose. Bounce again to reach a long platform that runs behind The Savior. Move quickly to the gem on The Savior's back, and use Yamato to destroy it.



Continue maneuvering across the platforms until you reach the gem on the right shin. Destroy it by slashing away with Yamato.



The Savior awakens, and from this point forward it begins performing its most devastating attack. Darkening the sky all around, The Savior fires a massive beam from its central crystal. At this point, no more harm can be done to The Savior. Just keep jumping from platform to platform until the boss battle truly begins.



THE SAVIOR



The main way to attack The Savior now is through Ebony & Ivory. Dante's other firearms do not have the range. Use Charge Shots and Devil Trigger frequently to reduce The Savior's health as quickly as possible. Even using these two abilities, this battle takes quite a while.



Meanwhile, The Savior attacks in two ways: either it destroys the platform you stand on by striking it with a four-blow combo, or it summons energy and emits the cannon beam attack. Either way, you must keep jumping from one platform to the next to avoid its attacks. Luckily, you no longer have to jump to use the bounce seals; simply walk into them to launch Dante to the next platform. Maintain continuous gunfire at all times.



Occasionally, The Savior flings blue electric spheres at Dante. Shoot these to recharge the Devil Trigger gauge quickly.



The only opportunity for a direct attack comes when you land on the flat, concrete platform. Landing here sometimes triggers The Savior to move in extremely close, and

then slowly rise. Keep firing as The Savior rises. When the chest gem appears above the platform, Devil Trigger and slash away with Yamato.

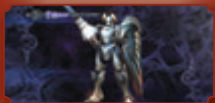


Sometimes, a strong melee attack that does a lot of damage sends The Savior crashing into a nest of debris. Dante lands on a platform with one bounce seal. Step on it to fly over to where The Savior lies, and attack the chest gem with Yamato. Shatter the crystal to end the battle!



Mission 19: The Successor

Enemies Encountered



Bianco Angelo



Alto Angelo



Berial



Dagon



Echidna



Angelo Agnus

Recommended Skills

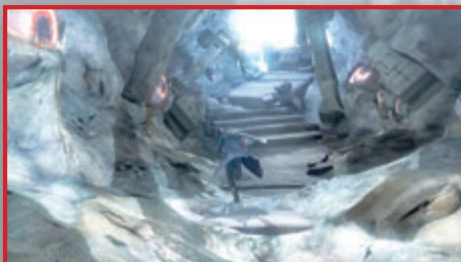
Before the mission, equip the following skills from the Power Up menu:

- Air Hike: Extremely useful against all enemies encountered during this stage.
- Streak 2: A very helpful attack when fighting Angelo Agnus and Echidna.
- Trigger Heart: Siphon as much help as you can out of Nero's Devil Trigger ability.



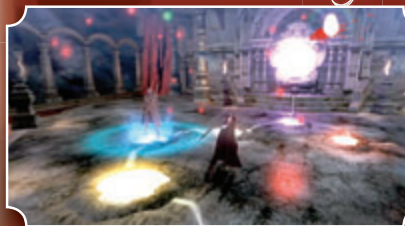
Remember the fun Nero had in Fortuna Castle's Game Room? Well get ready, because you now face five levels of dice-rolling mayhem! The rotating die shows its faces in the following sequence: 1, 4, 2, 6, 3, 5. Strike the die just after the 1 appears in order to roll a 4. Rolling a 4 sends Nero's playing piece straight to the purple space, teleporting Nero to the next destination.

STAIRWAY TO HEAVEN



Deep in the heart of The Savior, Nero returns to action! Jump across the broken stairs and enter the next area.

Tip



BEFORE ROLLING A 4 AND MOVING ON, ROLL A 2 SO THAT NERO'S PLAYING PIECE LANDS ON THE BLUE SPACE. THIS CAUSES RED AND GREEN ORBS TO FALL FROM THE SKY FOR

ROUGHLY 30 SECONDS! THEN KEEP ROLLING 4s UNTIL YOU GET TIRED OF FREE ORBS.

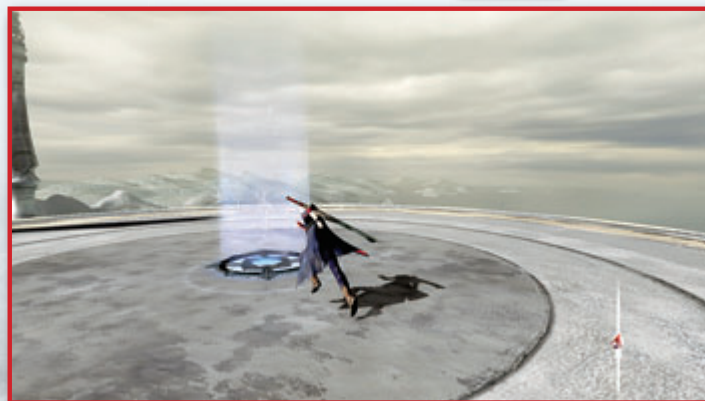
5TH HEAVEN: ARMA



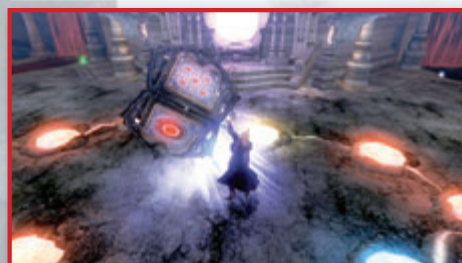
Nero encounters a large group of Bianco Angels, led by an Alto Angelo. The best strategy against this dangerous group is to take the battle to the air. Avoid their initial attacks by performing Air Hikes. Once a Bianco or two takes to the air, use the Snatch ability of the Devil Bringer to grapple the nearest enemy. When in the air beside a Bianco, hit it with a Buster and plunge that lance for all it is worth!



Keeping the battle in the air makes it easier to avoid damage. Use Devil Trigger to help destroy the Alto Angelo in the group, which seems more defensive and stronger than usual.



When the coast is clear, step on the blue teleport pad that appears in the center of the ring. Nero warps back to the Stairway to Heaven.



On the second platform of the dice room, recharge by collecting the Green and White Orbs standing in the corners. You must roll a 6 to move your playing piece straight to the exit. Or, you could roll two consecutive 1s to hit each blue space on the board, and let a ton of Red and Green Orbs rain down. If you opt to do so, roll a 4 to reach the exit.



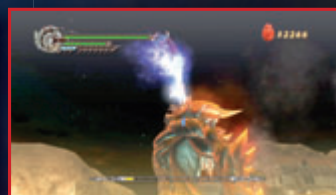
1ST HEAVEN: IGNIIS



Nero finds himself in a nightmarish recreation of the Ferrum Hills. And waiting there for a rematch is none other than Berial!

BERIAL

Berial fights and can be defeated with exactly the same strategy as the last time. The main difference is Nero's Devil Trigger ability, which reduces the duration of the battle significantly.



When Berial's flames go out, quickly Devil Trigger and grapple his horns. Hit his horns with the Devil Bringer to raise him off the ground and slam him face-first into the dirt. Land beside him, and use Devil Bringer

again to knock him into the air and then bash him across the area. Doing this familiar Devil Bringer combo in Devil Trigger mode inflicts sick amounts of damage!



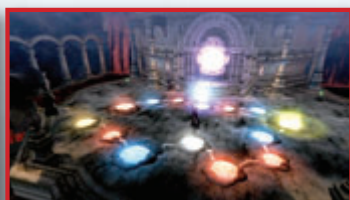
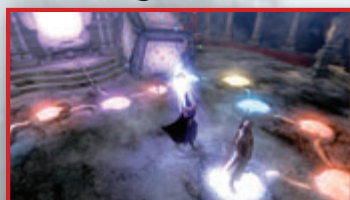
As before, use the Snatch ability to grapple Berial's head. Use this skill to draw Nero into the air beside Berial, and unleash a series of Aerial Combos.



Continue slashing at Berial's head with Aerial Combos until his flames go out again, then Devil Trigger and repeat the strategy above. This battle was never so easy! Afterward, step on the blue portal that appears in the center of the area to return to the Stairway to Heaven.



STAIRWAY TO HEAVEN: THIRD LEVEL



Refresh yourself with the two Green Orbs available on this level. This time, the only way to reach the goal in a single die roll is to roll a 4. Landing on the yellow space instantly advances the playing piece to the purple space. However, to accumulate more Red Orbs, the best idea is to roll a 3 so that Nero's playing piece lands on a blue space. The 3 face appears directly after the 6 in the sequence of faces shown: 1, 4, 2, 6, 3, 5. Then roll a 2 to land on the next blue space. Roll one more 2 to reach the purple space and proceed.

2ND HEAVEN: Pix

Before Nero has a chance to recognize his surroundings, Dagon leaps out to attack! Dagon functions exactly as he did in the previous battle against Dante. Nero's big advantage is that he can use the Devil Bringer and Devil Trigger to defeat Dagon more quickly.



DAGON

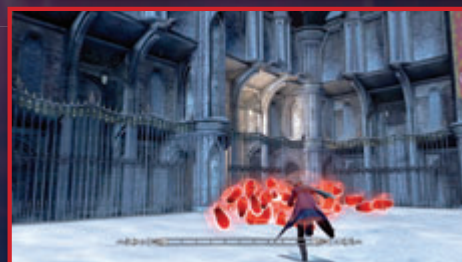
Dagon begins the battle by leaping forward to swallow Nero. Either side roll out of the way in time, or enter Devil Trigger to break free of his mouth. If you need to Devil Trigger to get free, make the most of it by attacking Dagon's topside icicles nonstop.



If Dagon faints and lies there with his mouth open, quickly Devil Trigger and hit him with Devil Bringer. Nero goes inside Dagon's mouth and slashes his way out with Yamato. This attack causes a devastating amount of damage.

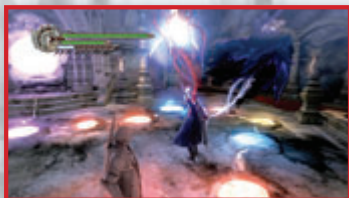


If Dagon disappears and uses his Rusalkas to attack, do not use Devil Trigger. Instead, use this time to strike the Rusalkas and refill the D.T. Gauge. The Rusalkas do not frequently attempt to freeze Nero during this battle. Instead, they prefer to start spinning toward him, inflicting damage if they touch him. The best move here is to back away, firing incessantly with Blue Rose. Attack the Rusalkas until they turn black and keel over, at which point you can seize them with the Devil Bringer and yank Dagon out of hiding.



Otherwise, continue slashing at him and dodging his hopping attacks until the battle is won. Step on the portal that appears in the center of the courtyard to teleport back to the Stairway to Heaven.

STAIRWAY TO HEAVEN: FOURTH LEVEL



Recharge as usual with the Green and White Orbs available. Try to roll a series of 3s on the die to land on two blue spaces before moving your piece to the purple space.

3RD HEAVEN: DRACO

Nero faces off against defeated nemesis Echidna once again. Make sure this is the final time!



ΕΧΙΔΝΑ



Echidna fights in the same manner as before. Grapple her torso with the Devil Bringer to get close to her, then execute several Aerial Combos against her feminine form before dropping back to earth.

When her health drops below half, Echidna plants herself in the ground like a grotesque flower. Carefully work your way around the outside of the tentacles that sprout from the ground around her, shooting all the while. When you see an opening, fly at her with a Streak attack and Devil Trigger while assaulting her torso.



When she assumes dragon form and flies around the area, pepper her with constant gunfire. Use Side Rolls to dodge as she swoops in to attack.



As Echidna's health drops to the critical stage, she glows bright orange and adds one new attack to her repertoire. She flies around inside the confines of the den, flinging exploding seeds as she goes. Side roll to avoid the explosions, and blast away with your gun. When she stops flying, grapple and slash her torso as usual until the battle is won.



When Echidna spreads her eight legs and begins giving birth to Chimera Seeds, Devil Trigger and jump up to strike the birthing chute with the Devil Bringer. This unleashes a powerful attack that

inflicts massive damage and is sure to drive her health below the halfway mark.



When Echidna is defeated, step on the portal appearing near the Hell Gate to warp back to the Stairway to Heaven.

STAIRWAY TO HEAVEN: FINAL LEVEL



Collect the Green Orbs on the level, and then try to roll a 3 on the central die to land on the blue space. Then roll a 5 to land on the next blue space, and a 3 after that to continue. Remember the sequence of faces showing on the die: 1, 4, 2, 6, 3, 5.

4TH HEAVEN: VERMIS



Nero finds himself back in the highest tower of the Order of the Sword H.Q., reliving his fight to rescue the woman he loves from the clutches of the insane Agnus.

ANGELO AGNUS



Grapple Angelo Agnus, Devil Trigger in midair, and attack him with your full might. This is especially important when he is not glowing yellow, when Devil Triggering and attacking him may knock him to the ground. Then hit him with the Devil Bringer to perform a triple body slam and stab him with his own Gladii.



Watch out for Agnus's vampire attacks as well. He may suddenly swoop at Nero. Be ready to avoid this with a Side Roll, or he drains some of Nero's life for his own use. Whenever he screams, "Prepare to die!" and flies to the center of the room, grapple him and perform several midair combos to knock him out of the air before he performs an attack that drains a great deal of Nero's health, restoring half of his own.



When his health is reduced to half or less, Agnus incorporates some attacks he used against Dante, such as summoning Cutlasses to jump out from Nero and using two as fan blades in a spinning attack. Both moves are best countered by jumping back and blasting away with Blue Rose.



Continue attacking Agnus in the sky until he is defeated. Afterward, step on the portal to return to the Stairway to Heaven.

STAIRWAY TO HEAVEN: ENTRANCE TO THE HEART



Smash the inner columns on this level to find hidden Red Orbs. Then proceed upstairs to the raised platform and strike the covering of the heart. Go inside the ventricle tunnel to complete the mission.

Mission 20: La Vita Nuova

Enemies Encountered



Sanctus Diabolica: Grapple the two lanterns to get close to Sanctus, then destroy his shield and quickly knock him out of the air in one combo. On the ground, quickly strike him with the Devil Bringer for a massive attack!



False Savior: Strike his fists to topple him!

Recommended Skills

Before the mission, equip the following skills from the Power Up menu:

- Air Hike: Helpful when trying to destroy Sanctus's shields.
- Snatch 3: Extending the Devil Bringer's reach with the Hell Bound ability is essential to this fight!
- Streak 2: Essential for fighting the boss in the final moments.
- Trigger Heart: Nero needs to enter Devil Trigger at a moment's notice. This ability helps the gauges stay full longer.

SACRED HEART



Nero finds Sanctus in his lair, now fully endowed with the fiendish powers of Hell and wielding the Sword of Sparda. Nero must stop Sanctus—not just for Kyrie's sake, but to save the world!

SANCTUS DIABOLICA



The previous battle against Sanctus could not even be considered a warm-up for this match. However, the battle starts with much the same premise and mechanics. Shoot the two lanterns floating in front of Sanctus, then use them to grapple your way toward the villain. Sanctus himself is a grapple point. While airborne next to Sanctus, slash away at the shield protecting him. The shield changes color from blue to red, indicating when the shield is weak. When the shield is destroyed, Sanctus flies away. Quickly grapple toward him again before touching the ground. Sanctus has a second shield protecting his body like a red glow. Keep striking him until the inner shield is broken, and Sanctus drops from the air.



When Sanctus lands on the ground, drop beside him and hit him with the Devil Bringer. Tap the Devil Bringer button repeatedly to power up the attack. This massive blow reduces almost a quarter of Sanctus's health in one go.



SANCTUS DIABOLICA (CONTINUED)

Occasionally, Sanctus may disappear and take the form of a ring of spears surrounding Nero. This ring flashes just before attacking, so side roll or jump at that moment to avoid harm.



When Sanctus's health is half or less, he changes tactics. Grapple to him and destroy his shields as usual. But when his shields are down, Sanctus vanishes. He reappears on the ground, swirling with demonic energy. He prepares a streaking attack with the Sword of Sparda. Break off all attacking, move back, and prepare to side roll to avoid the streaking attack. Sanctus streaks back and forth six times, then puts all his energy into the seventh and final attack. As he is preparing for the last streak of the series, move backward to the opposite end of the area. That way, when Sanctus stops at the edge of the room, you are nearby.



Sanctus may vanish and reappear behind Nero, preparing to attack with the Sword of Sparda. This is a very damaging attack, so jump away and shoot him until he returns to the sky. Repeat the aerial grappling attack.



Immediately after the streaking attacks conclude, Devil Trigger and slam into Sanctus with a Streak attack. Perform a combo to knock him off his feet during this brief moment of vulnerability. When he is down, strike him with the Devil Bringer while still in Devil Trigger state to conclude the battle!



THE FALSE SAVIOR

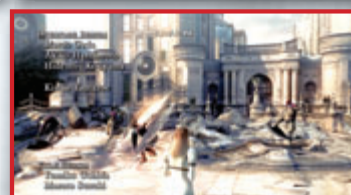
ROLL CREDITS



Unable to recognize when he is beaten, Sanctus takes the form of the False Savior and attacks Nero again. When the False Savior tries to flatten Nero with his right fist, side roll out of the way and strike the fist with the Devil Bringer. The False Savior then attempts a left hook. As the fist swings through, attack it with the Devil Bringer to bring down the False Savior!



What the—?! It's not over yet! Protect Kyrie from harm for 1 minute and 30 seconds by defeating an endless number of materializing Scarecrows. The best idea is to stay near her, and knock enemies down repeatedly with the Devil Bringer. If Kyrie is struck by a monster's attack, the battle ends immediately. Protect Kyrie until the timer runs out to see the full ending!



Secret Missions

Throughout the game, the forces of darkness have posted demonic scrolls challenging the skills of the Devil Hunters. After finding one of these demon scrolls, examine it to take on an extra challenge. Clearing secret missions awards Blue Orb Fragments.

For each secret mission below, the room and stage location of the demon scroll is noted. The notes under "Relevant Missions" indicate when in the game a secret mission can be played. Sometimes Nero encounters a secret mission that only Dante can clear, and vice-versa. Such instances are omitted from the list under "Relevant Missions."

Tip

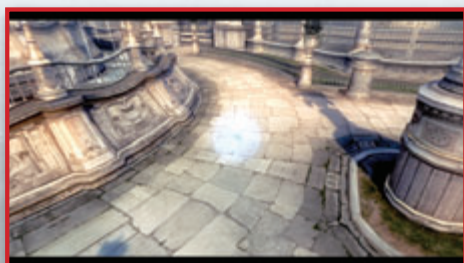
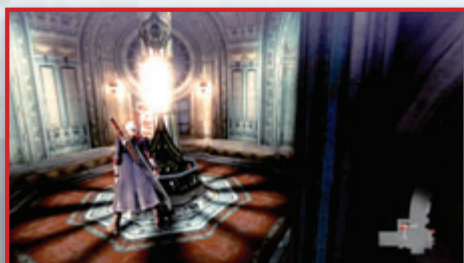
TO QUIT A SECRET MISSION, SIMPLY GO THROUGH ANY DOOR IN THE ROOM.

SECRET MISSION 01: ANNIHILATION

Scroll Location: Castle Town of Fortuna Terrace/Business District

Relevant Missions: Mission 02

Nero practically bumps into this secret mission while navigating through the north portions of the Terrace.



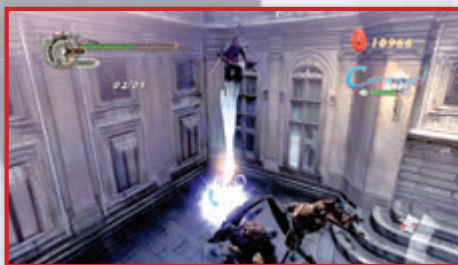
The objective of Secret Mission 01 is to kill all enemies before time expires. Simply go counterclockwise around the fountain, using the Devil Bringer repeatedly to slay enemies as quickly as possible. After you defeat all the enemies, a Blue Orb Fragment appears. Swiftly collect it before time expires to clear the mission.

SECRET MISSION 02: ALLEY-OOP

Scroll Location: Fortuna Castle 1F Dining Room

Relevant Missions: Mission 04

The demon scroll hangs on the wall in the southeast corner. The fireball-generating mechanism must be eliminated with a Gyro Blade to reach it. This mission is easier when Air Hike and Snatch 3 abilities are purchased.



The objective is to perform five Busters in midair without touching the ground. There is no time limit. Move to one of the corners, and allow the Scarecrows to approach. When the foes stand in extremely close range, jump into the air, snatch one off the ground, and immediately strike it with the Devil Bringer. Nero hovers in midair for a split second during the attack. Immediately snatch the next-closest foe off the ground, hit it with Devil

Bringer, and then the next, and so on, until the onscreen counter shows that Nero has performed this trick five times without touching asphalt. As you will soon learn, this mission tests your button timing, and whether you can engage and disengage Lock-on in a split second.

SECRET MISSION 03: NONVIOLENT RESISTANCE

Scroll Location: Fortuna Castle 1F Soldier's Graveyard

Relevant Missions: Mission 15

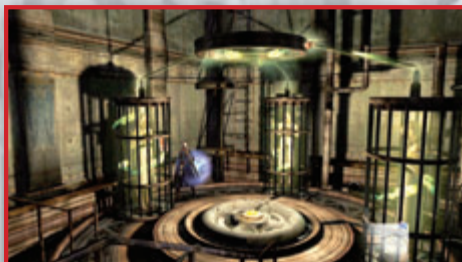


Examine the demon scroll in the nook below the south staircase to engage this mission. Increase Dante's Stylish gauge by using Royal Guard. To raise the rank, activate Royal Guard by pressing Style Action at the exact instant an enemy attacks. When the Stylish meter reaches C (Carnage!) rank, the Blue Orb Fragment appears. Claim it to clear the mission.

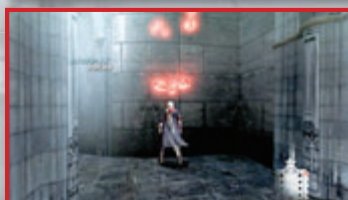
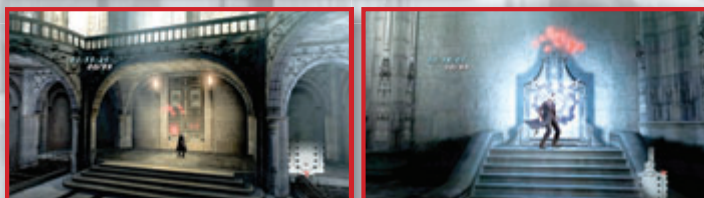
SECRET MISSION 04: TRACKING TREASURE DOWN

Scroll Location: Fortuna Castle B2 Angel Creation

Relevant Missions: Mission 06, Mission 16

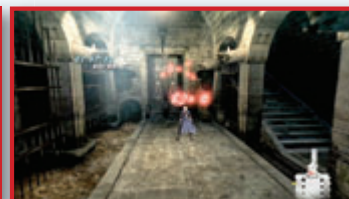
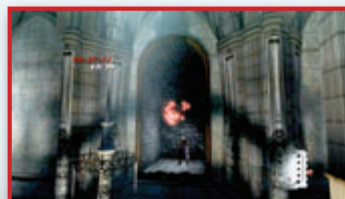


The scroll of this mission is located in the northeast corner of the Angel Creation room, where three victims hover in soul-sucking chambers. It hangs on the wall behind the victim on the left.



The objective of this secret mission is to find 99 hidden orbs in the two-story Fortuna Castle Grand Hall within two minutes. When 99 Red Orbs are found, the timer stops and a Blue Orb Fragment appears near the Gyro Blade on 1F. Although Nero or

Dante can complete this mission, Nero is better suited because he alone benefits from the Rusalka Corpse and can "detect" hidden items nearby.



The orbs are not always available in the same locations. Each time the mission is engaged, the orbs appear in different locations. Uncover them by standing in some of the following places:



- 1F, near the castle's exit doors (30 Orbs)
- 1F, northeast corner (30 Orbs)
- 1F, where the pews and chairs normally stand on the west side of the aisle, near the upper center part of the area (30 Orbs)
- 1F, activate and move the Gyro Blade, then stand on its spot (60 Orbs)
- 2F, the blue dial in the northeast corner (30 Orbs)
- 2F, shatter the mirror on the east wall, and stand in the center of the niche (60 Orbs)
- 2F, jump up and land on top of the second arch to the north of the southwest corner of the room (60 Orbs)
- B1, center of the room near the lower-level exit (60 Orbs)

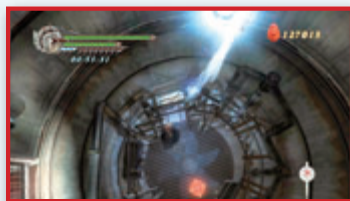
SECRET MISSION 05: SKY SCRAPER

Scroll Location: Mitis Forest Lapis River

Relevant Missions: Mission 07



The demon scroll challenging Nero to this mission is posted behind the tree in the southwest corner of the Lapis River area.



The challenge of this simple mission is to use bounce seals and Grim Grips to reach the top of the Underground Laboratory. After bouncing and grappling up to the midpoint of the area, smash the cage surrounding a bounce seal. If you cannot guide Nero

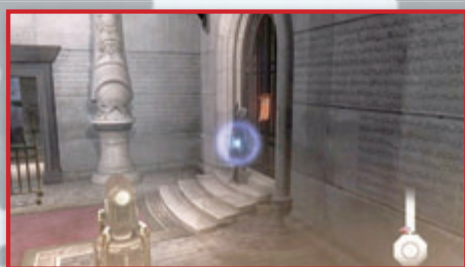
through the air onto the bounce seal inside the cage, then drop to the ground and quickly start over. Continue bouncing and grappling your way to the top to claim a Blue Orb Fragment.

SECRET Mission 06: VERMIFUGE

Scroll Location: Order of the Sword H.Q. -B-, 1F Security Corridor

Relevant Missions: Mission 10, Mission 12

The demon scroll for this mission is posted on the wall to the right, just after the player makes it through the horizontal laser array in the Security Corridor.

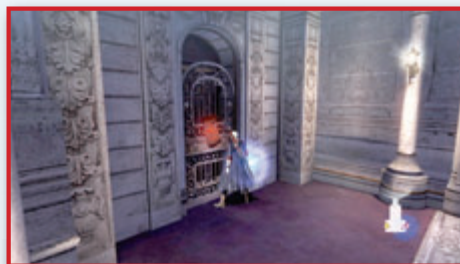


The objective of this challenge is to prevent six or more Chimera Seeds from touching a Scarecrow. The best strategy is to avoid using the Devil Bringer altogether; instead using Devil Trigger and Streak or Stinger attacks to knock the Chimera Seeds away from the Scarecrow. Killing the Scarecrow causes mission failure, so watch your aim!

SECRET Mission 07: FREE RUNNING

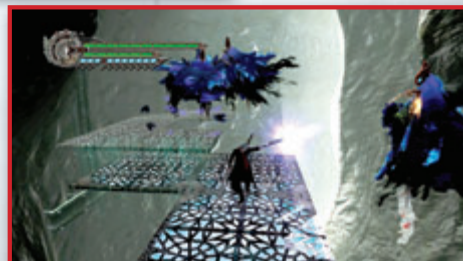
Scroll Location: Order of the Sword H.Q. -B-, 1F Meeting Room

Relevant Missions: Mission 10, Mission 12



The demon scroll inviting you to this mission is posted in the corridor at the south end of the Meeting Room, across from the Divinity Statue.

Patience is required to complete this mission. The objective is to move across the magic platforms in the Ruined Valley of Mitis Forest and reach the Blue Orb Fragment on the other side while a horde of Mephistos attempt to knock you into the chasm. Charge Shot 3 and the Devil Bringer help immensely in pulling airborne Mephistos down out of the sky.



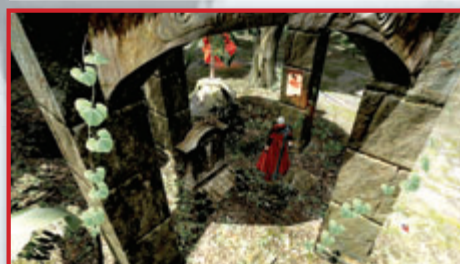
Dante may have slightly better luck because he can use the Coyote-A to knock Mephistos away from him. Plus, with Devil Trigger and Air Hike abilities, Dante can triple-jump over to the Blue Orb Fragment without waiting for the platforms nearest the goal to appear.



SECRET Mission 08: ROYAL BLOCKER

Scroll Location: Mitis Forest, Forest Entrance

Relevant Missions: Mission 14



This secret mission demon scroll is posted on the column inside the gazebo in the Forest Entrance.

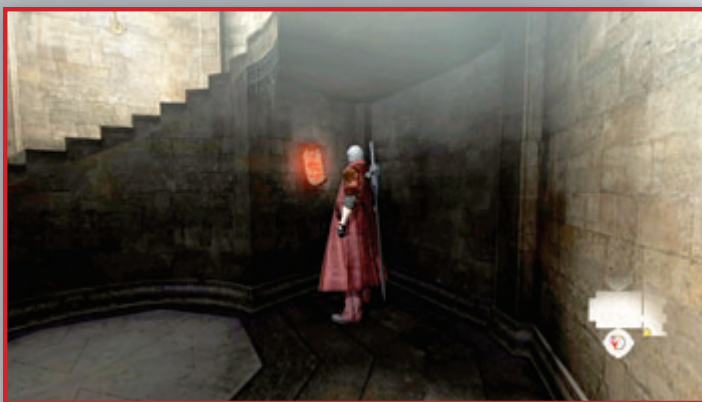
Although Nero can access this mission, Dante is the only character with the Royal Block skill and the only one who can clear it. The objective of this mission is to use Royal Block five times. Switch Dante to Royal Guard style, and press the Style Action button at the exact moment one of the Mephistos attacks. Pressing the button too early or too late does not count. Block five attacks to clear the mission and obtain a Blue Orb Fragment.



SECRET MISSION 09: UNBREAKABLE

Scroll Location: Fortuna Castle 2F Library

Relevant Missions: Mission 15



The demon scroll for this mission is posted inside the south spiral stairwell in the Library. Drop to the bottom of the spiral stairwell, and examine the demon scroll posted on the wall across from the door.



The objective of this extremely straightforward mission is to defeat all the enemies without being captured by a Fault. When a blue, star-shaped pattern appears beneath Dante, jump away. Make things even easier by immediately

killing all of the Chimera Seeds to prevent the creation of Chimera Assaults. The Faults themselves are not considered part of the enemy group, so do not bother trying to kill them. Simply take out all the Assaults and Chimera Seeds.

SECRET MISSION 10: PUPPET MASTER

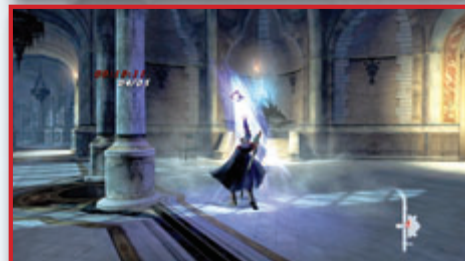
Scroll Location: Fortuna Castle 2F Master's Chamber

Relevant Missions: Mission 05

Smash the mirror over the fireplace in the Master's Chamber to find a hidden niche with a demon scroll that engages this mission.



The objective is to use a single Gyro Blade to destroy five markers in the Large Hall within two minutes. One marker resides in the west corridor near the starting point, one to the north, one near the southeast entrance, one in the southeast corner, and one atop the steps in the gated area. The key is to lock on to the Gyro Blade and use the Hell Bound ability to draw Nero closer to it more quickly. Equipping the Speed skill also helps in navigating the extremely long, horseshoe-shaped passageway.



SECRET MISSION 11: POINT OF IMPACT

Scroll Location: Lamina Peak, Fortuna Castle Gate

Relevant Missions: Mission 16



Purchase the Speed and PF398: Revenge abilities prior to engaging this secret mission. The demon scroll for this mission can prove fairly hard to find. As Dante, move to the landing in the southwest corner of the ruined stairs. Devil Trigger and use Air Hike to triple-jump up the wall, and land on an unseen ledge high above. The demon scroll is posted on the cliff wall on the ledge.



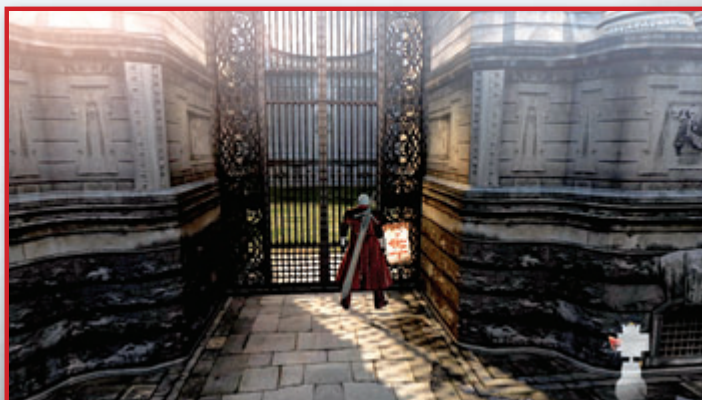
The mission takes place in the extremely long Gran Album Bridge area. The player must destroy two horse statues in just 30 seconds. This proves difficult, given the layout of Gran Album Bridge. Run to the bottom of the north stairs and perform PF398: Revenge to destroy the horse statue at the far end. Then run back upstairs, through the circle platform and inside the building. Quickly fire PF398: Revenge through the south doorway to hit the second horse statue. Mission complete!



SECRET Mission 12: STEEPLECHASE

Scroll Location: Castle Town of Fortuna, Opera House Plaza

Relevant Missions: Mission 17



The demon scroll for this mission is hidden behind a garbage can in the portion of Opera House Plaza that only Dante gets to explore. Smash the garbage can to reveal the scroll.



The objective is to get through the laser array in the Order of the Sword H.Q. Security Corridor without the help of the Key of Cronus. All we can recommend is to wait to walk into the array until two beams

are approaching up high, leaving walking space at the bottom. Use Air Hike to double-jump over beams that are three high. If you make it to the midpoint of the array, use Devil Trigger and triple Air Hikes to clear the rest!



Bonus Data

This chapter concerns the various difficulty modes, gallery illustrations, and bonus modes, and reveals how to unlock them!

HUMAN

Clear Human mode to unlock the following:

- History of *Devil May Cry*: This is a movie that recounts the story of every game in the series thus far. Features still images and artwork from every game!
- Game Clear Bonus Art: "The Two Heroes"
- Character Images: A set of 29 computer-generated images, featuring characters, monsters, and weapons from *Devil May Cry 4*.

DEVIL HUNTER

Clear Devil Hunter mode to unlock the following:

- History of *Devil May Cry*: This is a movie that recounts the story of every game in the series thus far. Features still images and artwork from every game!
- Game Clear Bonus Art: "The Cast"
- Character Images: A set of 29 computer-generated images, featuring characters, monsters, and weapons from *Devil May Cry 4*.
- Son of Sparda mode
- Bloody Palace

SON OF SPARDA

This mode features a slightly increased difficulty (mostly because of different enemy placement), and the player must score at least an A ranking in every mission!

Clear Son of Sparda mode to unlock the following:

- Game Clear Bonus Art: "The Demons"
- Publicity Art: A set of 12 images created for the press, featuring computer-generated renderings and concept sketches from *Devil May Cry 4*.
- Dante Must Die mode
- Heaven or Hell mode

DANTE MUST DIE

This mode features a psychotic difficulty level where all enemies inflict severely high damage with even minor attacks!

Clear Dante Must Die mode to unlock the following:

- Game Clear Bonus Art: "Demon Invasion"
- Hell and Hell mode
- Super Nero (Play with unlimited Devil Trigger, but with a slight ranking penalty)
- Super Dante (Same as Super Nero)

HEAVEN OR HELL

In this crazy mode, the player character can kill any enemy with one attack, including bosses! Just use your gun to blast your way through the game in record time. But what's good for the goose is good for the gander. If the player character receives just one hit, he dies! The player has three Gold Orbs. No more can be found in the stages—and no Vital Stars, either. If you have a Gold Orb in your possession when your character dies, he immediately revives. If not, you must restart from the last checkpoint!



Clear Heaven or Hell mode to unlock the following:

- Game Clear Bonus Art: "The Ladies of Devil May Cry"

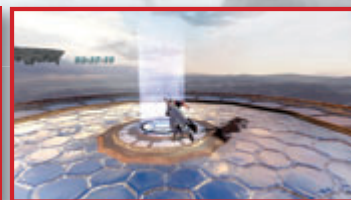
HELL AND HELL

This mode is the same as Heaven or Hell, with one exception: enemies do not die with one hit, but the player character does!

Clear Hell and Hell mode to unlock the following:

- Game Clear Bonus Art: "Light from the Demon Blade"

BLOODY PALACE



Bloody Palace is a battle arena mode, similar to the same bonus mode from *Devil May Cry 3: Special Edition*. The player battles through 101 stages of mayhem in an effort to get as far as possible. The player can choose to play Bloody Palace as either Nero, Super Nero, Dante, or Super Dante, in normal or automatic mode.



When you enter each arena, enemies appear. Defeat all the enemies to open a portal to the next arena. New this time in Bloody Palace mode is a timer, which counts down during the battle. If the timer reaches zero, the game is over. Defeating enemies adds a small amount of time to the timer. Timer bonuses are also gained for clearing a stage while suffering no damage and by killing enemies when the Stylish rank is high.



Every 10 stages, a boss appears. At Stages 10, 30, 50, 70, and 90, the enemy group appearing is difficult enough to be considered a sub-boss. Stage 99 is no picnic, either Bosses such as Berial, Bael, Echidna, and others appear in Stages 20, 40, 60, 80, and 100. Stage 101 is a battle against Dante, in his most powerful and dangerous form. If the player character is Dante, then the Stage 101 boss is a dark, shadow version of Dante.



Bloody Palace offers a chance to increase your Red Orb count, Proud Souls quantity, and to purchase new skills from the Power Up menu before taking on harder difficulty modes, such as Son of Sparda or Hell and Hell modes.

BP BONUSES

BONUS	SECONDS ADDED
Alto Angelo	+20
Assault	+10
Basilisk	+5
Bianco Angelo	+10
Blitz	+30
Chimera	(value of host)
Chimera Seed	+2
Cutlass	+15
Faust	+20
Frost	+10

BONUS	SECONDS ADDED
Gladius	+2
Mega Scarecrow	+15
Mephisto	+10
Scarecrow	+5
D rank bonus	+1
C rank bonus	+2
B rank bonus	+3
No damage, Stages 1-19	+30
No damage, Stages 21+	+20

BP ENEMIES

STAGE	ENEMIES
1	Scarecrow x3
2	Scarecrow x4
3	Scarecrow x6
4	Frost x2
5	Bianco Angelo x2
6	Mephisto x3
7	Gladius x6
8	Chimera Seed x9
9	Chimera Seed x9, Scarecrow x3
10	Scarecrow x12
11	Assault x2
12	Mega Scarecrow x2
13	Assault x2, Bianco Angelo x2
14	Faust x1
15	Bianco Angelo x2, Alto Angelo x1
16	Scarecrow x6, Mega Scarecrow x1
17	Alto Angelo x2
18	Blitz x1
19	Basilisk x4
20	Berial
21	Mephisto x2, Frost x1
22	Frost x2, Faust x1
23	Assault x3, Frost x2

STAGE	ENEMIES
24	Assault x3, Basilisk x4
25	Assault x3, Blitz x1
26	Blitz x1, Basilisk x4
27	Frost x2, Bianco Angelo x2
28	Assault x2, Gladius x8
29	Blitz x1, Gladius x5
30	Frost x4, Assault x6, Blitz x1
31	Chimera Seed x6, Mephisto x3
32	Scarecrow x3, Faust x1
33	Mephisto x2, Mega Scarecrow x1
34	Mephisto x6
35	Mephisto x3, Frost x1
36	Scarecrow x2, Faust x1
37	Mephisto x2, Assault x3
38	Mephisto x2, Blitz x1
39	Chimera Seed x9, Faust x1
40	Bael
41	Chimera Seed x9
42	Chimera x5, Chimera Seed x5
43	Chimera x4
44	Chimera Seed x6, Gladius x6
45	Chimera x2, Blitz x1
46	Basilisk x2, Chimera Seed x4

BP ENEMIES (CONTINUED)

STAGE	ENEMIES
47	Chimera Seed x5, Bianco Angelo x2, Alto Angelo x1
48	Scarecrow x1, Chimera Seed x6
49	Chimera x3, Faust x1
50	Scarecrow x6, Chimera Seed x12, Assault x4
51	Scarecrow x6
52	Scarecrow x3, Gladius x8
53	Mega Scarecrow x3, Frost x2
54	Scarecrow x5, Alto Angelo x1
55	Mega Scarecrow x1, Faust x1
56	Mega Scarecrow x1, Alto Angelo x2
57	Scarecrow x4, Mephisto x3
58	Mega Scarecrow x1, Basilisk x5
59	Chimera x2, Mega Scarecrow x1, Chimera Seed x4
60	Echidna
61	Bianco Angelo x4
62	Cutlass x2, Bianco Angelo x3
63	Blitz x1, Bianco Angelo x2
64	Bianco Angelo x1, Gladius x6
65	Bianco Angelo x7, Alto Angelo x1
66	Alto Angelo x1, Basilisk x4
67	Blitz x1, Alto Angelo x2
68	Bianco Angelo x2, Scarecrow x6
69	Alto Angelo x1, Frost x2
70	Bianco Angelo x10, Alto Angelo x2
71	Gladius x16
72	Mega Scarecrow x1, Gladius x9
73	Gladius x8, Frost x1
74	Cutlass x2, Basilisk x4

STAGE	ENEMIES
75	Alto Angelo x1, Cutlass x3
76	Cutlass x4, Gladius x8
77	Basilisk x10
78	Frost x2, Basilisk x4
79	Cutlass x2, Basilisk x2, Gladius x4
80	Angelo Credo
81	Mega Scarecrow x1, Scarecrow x5
82	Mephisto x4, Faust x1
83	Frost x3
84	Chimera x4, Chimera Seed x10
85	Blitz x2, Chimera Seed x3
86	Bianco Angelo x2, Alto Angelo x1
87	Basilisk x4, Gladius x7
88	Cutlass x3, Bianco Angelo x2
89	Mega Scarecrow x3, Blitz x1
90	Scarecrow x20, Mega Scarecrow x3, Chimera Seed x3
91	Faust x3
92	Alto Angelo x3, Bianco Angelo x4
93	Assault x8
94	Chimera x3, Chimera Seed x6, Bianco Angelo x2
95	Basilisk x16, Chimera Seed x4
96	Gladius x8, Cutlass x3, Bianco Angelo x3
97	Mephisto x6, Mega Scarecrow x2
98	Chimera x4, Chimera Seed x3
99	Alto Angelo x2, Bianco Angelo x44
100	Angelo Agnus
101	Dante

Mission Ranking Data

Ranking for each mission is determined by the mission cleared and the mode played. The following formulas and tables explain how the ranking is determined. Use this information to help raise your rankings!

DEVIL HUNTER RANK

Devil Hunter rank is determined by the following formula:

$$\text{Devil Hunter Rank} = (\text{Clear Bonus} + \text{Style points}) \times \text{Clear Time Rank Multiplier} \times \text{Orbs Found Multiplier} \times \text{Bonus \& Penalty Multiplier}$$

Use the information in the following tables to determine your Devil Hunter points. For example, if in Mission 01 the player clears in £25 (A), scores 544 Style points (S), finds 100 percent of the orbs (S), and gets the No Item bonus, then the formula to determine Devil Hunter points is $(500 + 544) \times 2.5 \times 2.0 \times 1.2 = 6,264$. The Devil Hunter rank table determines that the player's overall ranking for Mission 01 is S.

MODE	MISSION	C	B	A	S
Human	Mission 1	1020	1870	3060	5100
	Mission 2	4250	10200	20400	42500
	Mission 3	5100	13600	25500	55250
	Mission 4	5100	12750	25500	42500
	Mission 5	4250	10625	22950	34000
	Mission 6	8500	17000	42500	68000
	Mission 7	5100	13600	25500	42500
	Mission 8	5100	11050	22100	42500
	Mission 9	6375	15300	29750	51000

Mission 1	Mission 2	Mission 3	Mission 4	Mission 5	Mission 6	Mission 7	Mission 8	Mission 9	Mission 10
Mission 11	Mission 12	Mission 13	Mission 14	Mission 15	Mission 16	Mission 17	Mission 18	Mission 19	Mission 20

MODE	MISSION	C	B	A	S
	Mission 10	8500	18700	34000	59500
	Mission 11	8500	21250	42500	68000
	Mission 12	5100	10625	21250	38250
	Mission 13	6800	14875	25500	42500
	Mission 14	4250	10200	19125	36125
	Mission 15	10200	21250	34000	59500
	Mission 16	8500	21250	34000	59500
	Mission 17	11050	25500	55250	85000
	Mission 18	5100	10200	18700	32300
	Mission 19	10625	22950	42500	76500
	Mission 20	5100	10625	17000	28050
Devil Hunter	Mission 1	1200	2200	3600	6000
	Mission 2	5000	12000	24000	50000
	Mission 3	6000	16000	30000	65000
	Mission 4	6000	15000	30000	50000
	Mission 5	5000	12500	27000	40000
	Mission 6	10000	20000	50000	80000
	Mission 7	6000	16000	30000	50000
	Mission 8	6000	13000	26000	50000
	Mission 9	7500	18000	35000	60000
	Mission 10	10000	22000	40000	70000
	Mission 11	10000	25000	50000	80000
	Mission 12	6000	12500	25000	45000
	Mission 13	8000	17500	30000	50000
	Mission 14	5000	12000	22500	42500
	Mission 15	12000	25000	40000	70000
	Mission 16	10000	25000	40000	70000
	Mission 17	13000	30000	65000	100000
	Mission 18	6000	12000	22000	38000
	Mission 19	12500	27000	50000	90000
	Mission 20	6000	12500	20000	33000
Son of Sparta	Mission 1	2160	3960	6480	10800
	Mission 2	13500	31500	63000	108000
	Mission 3	10800	28800	54000	117000
	Mission 4	16200	32400	68400	117000
	Mission 5	13500	27000	50400	90000
	Mission 6	18000	36000	90000	144000
	Mission 7	10800	28800	54000	90000
	Mission 8	10800	23400	46800	90000
	Mission 9	21600	45000	90000	153000
	Mission 10	18000	45000	80000	135000
	Mission 11	18000	45000	90000	144000
	Mission 12	10800	22500	45000	80000
	Mission 13	15300	31500	54000	99000
	Mission 14	9900	24300	45000	90000
	Mission 15	23400	49500	90000	153000
	Mission 16	21600	47700	76500	135000
	Mission 17	23400	54000	117000	180000
	Mission 18	10800	21600	39600	68400
	Mission 19	31500	63000	126000	225000
	Mission 20	10800	22500	36000	59400
Dante Must Die	Mission 1	3600	6600	10800	18000
	Mission 2	22500	52500	105000	180000
	Mission 3	18000	48000	90000	195000
	Mission 4	27000	54000	114000	195000
	Mission 5	22500	45000	84000	150000
	Mission 6	30000	60000	150000	240000
	Mission 7	18000	48000	90000	150000
	Mission 8	18000	39000	78000	150000
	Mission 9	36000	75000	150000	255000
	Mission 10	30000	75000	135000	225000
	Mission 11	30000	75000	150000	240000
	Mission 12	18000	37500	75000	135000
	Mission 13	25500	52500	90000	165000
	Mission 14	16500	40500	75000	150000
	Mission 15	39000	82500	150000	255000
	Mission 16	36000	79500	127500	225000
	Mission 17	39000	90000	195000	300000

MODE	MISSION	C	B	A	S
	Mission 18	18000	36000	66000	114000
	Mission 19	52500	105000	210000	375000
	Mission 20	18000	37500	60000	99000

PROUD ORBS AWARDED

The number of Proud Orbs awarded is the Devil Hunter rank score x 0.03, rounded down. For instance, if the player scored 6,264 as detailed in the earlier example, then the number of Proud Orbs obtained would be 187.92, or 187.

CLEAR BONUS

Each mission has a set Clear Bonus, regardless of mode or ranking.

MISSION	VALUE	MISSION	VALUE	MISSION	VALUE
1	500	8	2,000	15	3,000
2	1,500	9	1,500	16	3,000
3	2,000	10	2,500	17	2,500
4	2,000	11	2,500	18	1,500
5	1,500	12	1,000	19	3,500
6	2,500	13	2,000	20	1,000
7	2,500	14	1,500		

STYLE POINT RANKING

The Style points accumulated during the mission (visible during a mission replay) determine the ranking based on the following table:

MODE	MISSION	C	B	A	S
Human	Mission 1	315	330	410	500
	Mission 2	3000	4000	5000	6500
	Mission 3	3000	5500	7500	10000
	Mission 4	3000	4500	5500	6500
	Mission 5	2500	3500	4500	6000
	Mission 6	5000	7500	10000	12500
	Mission 7	3000	4000	5000	7000
	Mission 8	2500	3500	4500	6500
	Mission 9	4000	6000	8000	10000
	Mission 10	4000	6000	8000	10000
	Mission 11	5000	7500	9500	11500
	Mission 12	3000	4000	5000	7000
	Mission 13	3000	4000	5000	7000
	Mission 14	2000	3000	4000	6000
	Mission 15	5000	7500	9500	11500
	Mission 16	4500	6500	8000	10000
	Mission 17	6500	9500	13000	17000
	Mission 18	2000	3000	4000	5000
	Mission 19	5000	7000	9500	12500
	Mission 20	3500	4000	4500	5500
Devil Hunter	Mission 1	315	330	410	500
	Mission 2	3000	4000	5000	6500
	Mission 3	3000	5500	7500	10000
	Mission 4	3000	4500	5500	6500
	Mission 5	2500	3500	4500	6000
	Mission 6	5000	7500	10000	12500
	Mission 7	3000	4000	5000	7000
	Mission 8	2500	3500	4500	6500
	Mission 9	4000	6000	8000	10000
	Mission 10	4000	6000	8000	10000
	Mission 11	5000	7500	9500	11500
	Mission 12	3000	4000	5000	7000
	Mission 13	3000	4000	5000	7000
	Mission 14	2000	3000	4000	6000
	Mission 15	5000	7500	9500	11500
	Mission 16	4500	6500	8000	10000
	Mission 17	6500	9500	13000	17000
	Mission 18	2000	3000	4000	5000
	Mission 19	5000	7000	9500	12500

STYLE POINT RANKING (CONTINUED)

MODE	MISSION	C	B	A	S
Son of Sparda	Mission 20	3500	4000	4500	5500
	Mission 1	315	330	410	500
	Mission 2	3600	4900	6750	9250
	Mission 3	3000	5500	7500	10000
	Mission 4	4000	5000	7500	9250
	Mission 5	3100	4400	5750	7750
	Mission 6	5000	7500	10000	12500
	Mission 7	3000	4000	5000	7000
	Mission 8	2500	3500	4500	6500
	Mission 9	5500	8000	10750	13750
	Mission 10	4300	6500	8700	11000
	Mission 11	5000	7500	9500	11500
	Mission 12	3000	4000	5000	7000
	Mission 13	3400	4650	5900	8250
	Mission 14	2450	3700	5000	7400
	Mission 15	5250	7900	10000	12250
	Mission 16	4700	6850	8450	10650
	Mission 17	6500	9500	13000	17000
	Mission 18	2000	3000	4000	5000
	Mission 19	7250	10500	14250	20000
Dante Must Die	Mission 20	3500	4000	4500	5500
	Mission 1	315	330	410	500
	Mission 2	3600	4900	6750	9250
	Mission 3	3000	5500	7500	10000
	Mission 4	4000	5000	7500	9250
	Mission 5	3100	4400	5750	7750
	Mission 6	5000	7500	10000	12500
	Mission 7	3000	4000	5000	7000
	Mission 8	2500	3500	4500	6500
	Mission 9	5500	8000	10750	13750
	Mission 10	4300	6500	8700	11000
	Mission 11	5000	7500	9500	11500
	Mission 12	3000	4000	5000	7000
	Mission 13	3400	4650	5900	8250
	Mission 14	2450	3700	5000	7500
	Mission 15	5250	7900	10000	12250
	Mission 16	4700	6850	8450	10650
	Mission 17	6500	9500	13000	17000
	Mission 18	2000	3000	4000	5000
	Mission 19	7250	10500	14250	20000
	Mission 20	3500	4000	4500	5500

STYLE POINT RANK MODIFIER

Once the Style point rank is determined as shown in the table above, the multiplier for the Devil Hunter rank equation is determined from the following table:

RANK	MULTIPLIER	RANK	MULTIPLIER	RANK	MULTIPLIER
S	x4.0	B	x2.5	D	x1.5
A	x3.0	C	x2.0	E (None)	x1.0

CLEAR TIME RANKING

Clear Time ranking is used to determine the multiplier that should be plugged into the equation above.

MODE	MISSION	C	B	A	S
Human	Mission 1	2:15	1:30	1:05	0:45
	Mission 2	18:30	15:00	13:00	11:00
	Mission 3	26:00	18:30	15:30	13:30
	Mission 4	26:00	18:30	15:30	13:30
	Mission 5	16:30	13:00	10:30	9:00

MODE	MISSION	C	B	A	S
	Mission 6	30:00	22:30	18:30	16:30
	Mission 7	26:00	20:00	17:00	15:00
	Mission 8	18:30	15:00	13:00	11:00
	Mission 9	17:30	13:30	11:00	9:30
	Mission 10	26:00	20:00	17:00	15:00
	Mission 11	18:30	15:00	13:00	11:00
	Mission 12	12:30	10:30	9:00	7:30
	Mission 13	26:00	18:30	15:30	13:30
	Mission 14	26:00	18:30	15:30	13:30
	Mission 15	33:30	26:00	23:00	21:00
	Mission 16	30:00	24:30	21:00	18:30
	Mission 17	26:00	18:30	15:30	13:30
	Mission 18	12:30	18:30	9:00	7:30
	Mission 19	37:00	30:00	25:30	22:30
	Mission 20	9:30	6:00	3:45	2:30
Devil Hunter	Mission 1	3:00	2:00	1:30	1:00
	Mission 2	25:00	20:00	17:30	15:00
	Mission 3	35:00	25:00	21:00	18:00
	Mission 4	35:00	25:00	21:00	18:00
	Mission 5	22:00	17:30	14:00	12:00
	Mission 6	40:00	30:00	25:00	22:00
	Mission 7	35:00	27:00	23:00	20:00
	Mission 8	25:00	20:00	17:30	15:00
	Mission 9	23:30	18:00	15:00	13:00
	Mission 10	35:00	27:00	23:00	20:00
	Mission 11	25:00	20:00	17:30	15:00
	Mission 12	17:00	14:30	12:00	10:00
	Mission 13	35:00	25:00	21:00	18:00
	Mission 14	35:00	25:00	21:00	18:00
	Mission 15	45:00	35:00	31:00	28:00
	Mission 16	40:00	33:00	28:00	25:00
	Mission 17	35:00	25:00	21:00	18:00
	Mission 18	17:00	14:30	12:00	10:00
	Mission 19	50:00	40:00	34:00	30:00
	Mission 20	13:00	8:00	5:00	3:15
Son of Sparda	Mission 1	3:30	2:15	1:45	1:15
	Mission 2	34:30	28:00	25:00	21:00
	Mission 3	40:00	28:00	24:00	20:00
	Mission 4	50:00	30:00	24:00	21:00
	Mission 5	30:00	25:00	21:00	18:00
	Mission 6	45:00	35:00	28:00	25:00
	Mission 7	40:00	30:00	26:00	23:00
	Mission 8	28:00	23:00	20:00	17:00
	Mission 9	40:00	32:00	26:00	23:00
	Mission 10	43:00	34:00	29:00	25:00
	Mission 11	28:00	23:00	20:00	17:00
	Mission 12	20:00	16:30	13:30	11:30
	Mission 13	45:00	32:00	27:00	23:00
	Mission 14	45:00	33:00	28:00	24:00
	Mission 15	55:00	42:00	38:00	34:00
	Mission 16	48:00	40:00	34:00	30:00
	Mission 17	40:00	29:00	24:00	21:00
	Mission 18	20:00	16:30	13:30	11:30
	Mission 19	80:00	66:00	55:00	50:00
	Mission 20	15:00	9:00	5:30	3:45
Dante Must Die	Mission 1	4:15	2:45	2:00	1:25
	Mission 2	42:00	34:00	30:00	26:00
	Mission 3	50:00	35:00	30:00	25:00
	Mission 4	60:00	45:00	38:00	33:00
	Mission 5	38:00	30:00	25:00	21:30
	Mission 6	55:00	42:00	35:00	30:00
	Mission 7	50:00	38:00	32:00	28:00
	Mission 8	33:30	28:00	24:00	21:00
	Mission 9	50:00	40:00	32:00	28:00
	Mission 10	53:00	41:00	35:00	30:00
	Mission 11	35:00	28:00	24:00	21:00
	Mission 12	24:00	20:00	17:00	14:00
	Mission 13	55:00	40:00	33:00	29:00

MODE	MISSION	C	B	A	S
	Mission 14	55:00	40:00	33:00	29:00
	Mission 15	65:00	50:00	46:00	41:00
	Mission 16	58:00	48:00	41:00	37:00
	Mission 17	50:00	35:00	29:00	25:00
	Mission 18	24:00	20:00	17:00	14:00
	Mission 19	100:00	80:00	68:00	60:00
	Mission 20	18:00	11:00	7:00	4:30

CLEAR TIME MULTIPLIER

Once the Clear Time ranking is determined, use the letter grade to determine the multiplier in the table below, and plug it into the Devil Hunter rank equation.

RANK	MULTIPLIER	RANK	MULTIPLIER
S	x3.0	C	x1.5
A	x2.5	D	x1.0
B	x2.0		

ORBS FOUND RANK

Stages without orbs available rank 100 percent. Otherwise, the determination of rank from orbs found is as follows:

PERCENT	RANK	PERCENT	RANK
45-59	C	75-94	A
60-74	B	95+	S

ORBS FOUND RANK SCORE MULTIPLIER

Use the Orbs Found rank to plug the appropriate multiplier value from the following table into the Devil Hunter rank equation:

RANK	MULTIPLIER	RANK	MULTIPLIER
S	x2.00	C	x1.25
A	x1.75	D	x1.00
B	x1.50		

BONUS AND PENALTY DETERMINATION

The following table contains the multipliers to plug into the Devil Hunter rank equation based on the criteria shown:

ITEM	MULTIPLIER	ITEM	MULTIPLIER
No Damage	x1.5	Continue Used	x0.8
No Item Used	x1.2	Enemy Level Down	x0.8
Gold Orb Used	x0.7	Super Character Used	x0.2

XBOX LIVE ACHIEVEMENTS AND GAMER POINTS

NO.	RESULT NAME	DETAILS	GP
01	A Comfortable Pace	Clear mission 11 in Human mode.	10
02	Easy Does It	Clear all missions in Human mode.	10
03	Half Way There	Clear mission 11 in Devil Hunter mode.	10
04	Done and Done	Clear all missions in Devil Hunter mode.	20
05	Rock and a Hard Place	Clear mission 11 in Son of Sparda mode.	10
06	Hardly A Simple Task	Clear all missions in Son of Sparda mode.	30
07	Easier Said Than Done	Clear mission 11 in Dante Must Die mode.	10
08	All Bow Before You	Clear all missions in Dante Must Die mode.	40
09	Step into the Light	Clear all missions in Heaven or Hell mode.	10
10	Tonight, We Dine in Hell	Clear all missions in Hell and Hell mode.	10
11	The Best of the Rest	Clear all missions in Human mode with an S ranking.	20
12	A Cut Above	Clear all missions in Devil Hunter mode with an S ranking.	30
13	A Stunning Feat	Clear all missions in Son of Sparda mode with an S ranking.	40
14	Never Say Die	Clear all missions in Dante Must Die mode with an S ranking.	50
15	A Throne of Glory	Clear all game modes.	50
16	Nothing Left Unsaid	Clear all secret missions.	10
17	The First Circle	Clear stage 10 of Bloody Palace mode.	10
18	The Second Circle	Clear stage 20 of Bloody Palace mode.	10
19	The Third Circle	Clear stage 30 of Bloody Palace mode.	10
20	The Fourth Circle	Clear stage 40 of Bloody Palace mode.	10
21	The Fifth Circle	Clear stage 50 of Bloody Palace mode.	10
22	The Sixth Circle	Clear stage 60 of Bloody Palace mode.	10
23	The Seventh Circle	Clear stage 70 of Bloody Palace mode.	10
24	The Eight Circle	Clear stage 80 of Bloody Palace mode.	10
25	The Ninth Circle	Clear stage 90 of Bloody Palace mode.	10
26	Covered in Blood	Clear all Bloody Palace mode stages.	40
27	King of the Palace	Clear all Bloody Palace mode stages with an S ranking.	50
28	Speak of the Devil	Clear the game with Super Nero (Dante).	20
29	Smokin'!	Complete a Stylish Rank S (Smokin'!) combo.	10
30	Smokin' Style!!	Complete a Stylish Rank SS (Smokin' Style!!) combo.	10
31	Smokin' Sick Style!!!	Complete a Stylish Rank SSS (Smokin' Sick Style!!!) combo.	10
32	Simply Spectacular	Complete a mission with an S ranking.	10
33	Modus Vivendi	Extend the Vitality Gauge to maximum capacity.	10
34	Bat Out of Hell	Extend the Devil Trigger Gauge to maximum capacity.	10
35	River of Red	Acquire 10,000 Red Orbs.	10
36	Your Cup Runeth Over	Acquire 100,000 Red Orbs.	20
37	Red Orb Millionaire	Acquire 1,000,000 Red Orbs.	40
38	Filled with Pride	Acquire 10,000 Proud Souls.	10
39	Brimming with Pride	Acquire 100,000 Proud Souls.	20
40	Proud Millionaire	Acquire 1,000,000 Proud Souls.	40
41	Rookie Devil Hunter	Defeat a total of 100 enemies.	10
42	Skilled Devil Hunter	Defeat a total of 1,000 enemies.	30
43	Legendary Devil Hunter	Defeat a total of 10,000 enemies.	50
44	Item Collector	Acquire a maximum number of all items.	50
45	Skill Collector—Nero	Acquire all of Nero's skills.	50
46	Skill Collector—Dante	Acquire all of Dante's skills.	50
	Total		1,000

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